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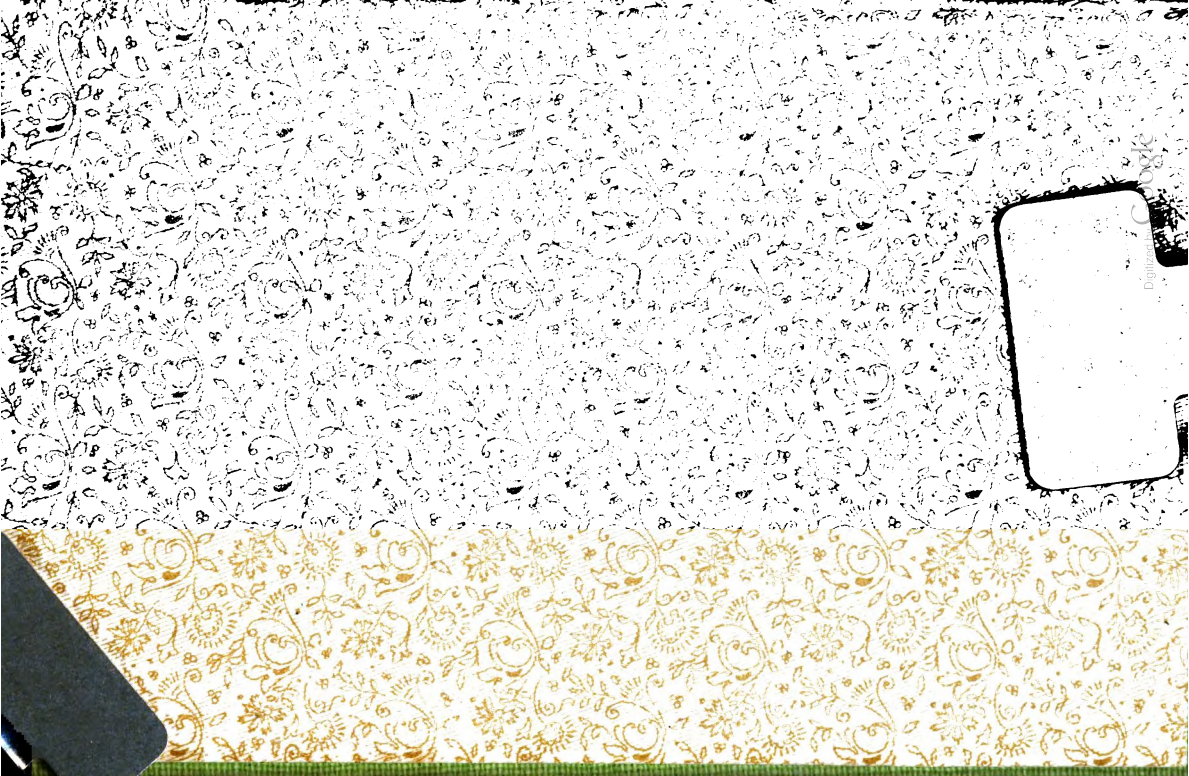

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WHIST OF TO-DAY.

IN TWO PARTS.

PART 1.—FOR THE BEGINNER:

SUGGESTS A NEW AND EASY SYSTEM OF MASTERING THE SCIENTIFIC PRINCIPLES OF THE GAME.

PART 2.—FOR THE ADVANCED PLAYER:

GIVES ALL THE RECENT WHIST DEVELOPMENTS, MANY OF WHICH HAVE BEEN ORIGINATED BY THE AUTHOR, AND APPEAR FOR THE FIRST TIME IN PRINT.

BY

MILTON C. WORK.

THIRD EDITION.

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THIS BOOK

IS FRATERNALLY DEDICATED

TO

GUSTAVUS REMAK, JR.,

ELLIS AMES BALLARD,

FRANK P. MOGRIDGE,

Who, with the Author, at present
compose the team of the
Hamilton Club.

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PREFACE.

THE writer has two totally dissimilar reasons for adding another treatise on Whist to the literature of the game, viz.: Because he believes—

That a system for the Beginner, simpler and yet surer than any yet suggested, is possible;

AND

That many developments which have never appeared in print (most of which have been suggested within the last year) should be classified, so that the game may be brought "up to date" for the Advanced Player.

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PART I.

FOR THE BEGINNER.

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INTRODUCTION.

AT the outset it must be stated that Part I is intended simply and solely for the Beginner in the literal sense of the term. A beginner in the study of the scientific game of Whist may be defined to be one who has either never previously tried to play the game at all, or who, when he has played at Whist, has done so without attempting to use or learn any system of play whatever—in short, one who has absolutely no knowledge of the art of scientific Whist.

It is presumed that the beginner is familiar with the names and respective values of the fifty-two cards and the rudimentary rules of the game, and it is essential that he should be, before taking up Chapter I. The rules will be found in Appendix A, while any technical terms with which he is unfamiliar can be easily understood by examining the Glossary, Appendix B.

Before starting to consider questions of play, a few words of advice would seem appropriate, and the first suggestion offered is, *Do not try to grasp too much at once.*

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To master the modern game of scientific Whist is not an easy task. Many have tried and failed, simply because they have attempted to accomplish the impossible by trying to comprehend it all at once. Unable to do this, they have become discouraged, and, imagining the task beyond their capacity, have abandoned it as hopeless, when, as a matter of fact, neither the capacity of the pupil nor the difficulty of the subject was the real cause of the failure, but simply the method adopted of reaching the desired end.

Too many Whist teachers begin with matters that should be left unconsidered until much later in the course, when the student will, by reason of his advancement, be able to comprehend and appreciate principles that at the start would have seemed intricate and confusing. As well try to teach a child to dance before it can walk, or to read before it learns its letters, as to start the Whist beginner with a system of scientific leads that is the development of generations of Whist playing, Whist thinking and Whist reading, and which, while necessary for the student to understand before he can cross the border line which separates the Whist learner from the Whist player, can most easily and most surely be mastered by degrees.

The writer firmly believes that it is possible for any human being (not mentally deficient)

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to become a good Whist player, provided the study of the game is undertaken rationally. By that is meant avoiding the three common mistakes, which, when considered theoretically, certainly seem irrational, but which are nevertheless most prevalent, and which, it may be here suggested, are much more easy to observe in others than to detect in yourself—for which reason they should be carefully watched for at home. These three mistakes are:

1. Trying to learn all at once.

2. Imagining you know it all before you know it half.

3. Trying to learn without combining practice with precept.

The following pages attempt to supply the precept in the most concise manner possible. The practice the student must supply himself.

The best method of combining practice and precept is for the student first to carefully study Chapter I, then to play for a reasonable period of time either with other students similarly advanced or with players to whom the stage of advancement is explained and who are asked to adapt their play accordingly. Should these players try to explain additional developments the student should request them not to do so, as it is the fundamental theory of the system suggested that each step be thoroughly comprehended as it is taken. This can best be ac-

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complished by practicing and studying the questions as they are taken up without confusing them with more advanced propositions. In such case an old maxim may be most appropriately transposed so as to read: "Too much knowledge is a dangerous thing."

The student should not be discouraged if the would-be wise assert that the wrong system is being inculcated. Not an unnecessary lead or doctrine of any kind is suggested, and the right system is evolved in the end by what is believed to be the quickest, wisest and surest method.

When the precept of the first chapter has been thoroughly combined with practice, and the doctrines therein suggested completely mastered, then, and not until then, take up the second chapter. The same suggestions apply to each succeeding chapter of Part I. Be sure, before any step forward is taken, that it is not made too soon, as too great haste is a most frequent mistake and often a difficult one to repair. By slow but accurate stages the goal is sure to be reached. By rapid transit it may be; but the time taken to repair accidents will be too expensive to justify the procedure.

Remember always, from the beginning to e end of the study of the game, that you l your partner have twenty-six cards to play the common cause, of which you have but

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thirteen. The science of the game is for you each to inform the other of the contents of your respective hands so that the twenty-six cards may be played as nearly as possible as if they were combined in one hand. By this method greater success can be obtained than by following the common yet fallacious doctrine that because you have two adversaries and but one partner you must practice deception. There are cases where this may be true, but they will come later. At the start be careful to inform your partner as accurately as possible of the contents of your hand, and expect him to treat you with like confidence.

Upon picking up your hand always count your cards. This has a double advantage, as it not only makes you sure that the proper number of cards have been dealt to you, but also helps you in impressing upon your mind the length and strength of your four suits, and aids you in mapping-out the general plan of campaign that you propose to adopt in the management of the hand. While doing this you can also be arranging your hand for play.

The method of arrangement recommended is to place the smallest card of a red plain suit on one end and the smallest card of a black plain suit on the other. In each case arrange in order from the smallest card of the suit to the highest. Then in each case take the suit

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of the different color and arrange from the smallest to the highest of that. You will thus have one suit on each end of your hand and two in the middle, one of the latter being the trump, and will have low cards at each end of the hand. By this method of arrangement the danger of information being obtained by an adversary in regard to the contents of your hand by the place from which you pull your cards is reduced to the minimum. It is the method employed by the best players, and when you once accustom yourself to it you will find it both simple and satisfactory.

When once your cards are arranged and your hand carefully examined, it is not necessary for you thereafter to study its contents. Keep your eyes away from it, except when you are about to play. When you have determined upon your play, be careful that you pull from your hand but one card and that it is the one chosen for the play.

At all other times keep your eyes on the table and not upon your hand. It is on the table the game is played, and too frequently even advanced players miss points of play because they are for some inexplicable reason studying the contents of their own hand instead of watching the play on the table where the information is to be obtained.

From the start concentrate your attention

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upon the game and exercise your memory, in order that you may always be sure just what cards have and what have not been played. Almost any one can with practice learn to remember accurately, provided he possesses the power to concentrate his entire attention upon the game. The memory is often unjustly blamed for not carrying some card which, owing to lack of attention, was never lodged in the mind. Start by keeping count of the number and size of the cards played in your own suit, then add the trump suit, and gradually learn to keep accurate tab on all four.

Draw an inference from each play made by either adversary or partner. When these inferences prove to be wrong, examine and find whether the fault was with the inference or the play upon which it was founded. Remember the ability to draw correct inferences is the greatest accomplishment in modern Whist, and is the most important element in the making of a first-class player.

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CHAPTER I.

Rudimentary Leads, Inferences, Plays and Maxims.

Leads.

THE first question that presents itself to the beginner is, What shall I lead? and that is, therefore, the first point to settle to his satisfaction.

The original decision which the leader is compelled to make is whether to open trumps, and this may be determined as follows: If the hand contains five or more trumps, or four trumps and considerable strength in the plain suits, it is strong enough as a general rule to justify a trump lead, otherwise not. When trumps are not to be opened, the strongest plain suit should be chosen, and the fourth-best card of that suit should be led, unless it contains such a combination of high cards that more tricks will probably be made by opening the suit with one of them. The combinations of high cards at the head of a suit which cause a departure from the fourth-best doctrine are:

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Ace and four or more others.

Ace, Queen, Jack.

Ace, King (with or without the Queen).

King, Queen (with or without the Jack).

Queen, Jack, Ten.

King, Jack, Ten.

Considering these combinations seriatim we find (Note 1):*

Ace and four others.

The length of this suit makes it dangerous to open with the fourth-best, as there is consequently too great a probability that it may be trumped on its second round and the Ace thereby lost. For this reason it is deemed wiser not to risk the Ace to the second round, but to lead it at once. Having led the Ace, follow with the fourth-best, as that card gives the most important information.

Ace, Queen, Jack.

Lead first the Ace and then the Queen, as by this means one trick at least in the suit is at once secured; and even if the King is in the adversary's hand the command is retained and your partner informed that you have the Jack. If

* Note 1.—The system of leads here given is preparatory to the conventional system of American leads, which will come later. This system, however, is a part of the American system, and the student is therefore preparing himself in the best possible way to master that system by learning this.

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the Queen wins, the King is marked in your partner's hand.

Ace, King (with or without the Queen).

With the two best of the suit you cannot afford to lead your fourth-best, as if you did one of your face cards would probably be trumped. You should therefore lead first the King and follow with the Queen, if you have it. If the Queen is not in your hand follow with the Ace. When your King wins your partner, not having the Ace himself, can mark it with you, and if you then lead the Queen he has the additional information that you have that card also; whereas, on the other hand, if you follow the King with the Ace he knows that you have not the Queen.

King, Queen (with or without the Jack).

Lead first the King, in order to force out the Ace if it is against you, and thus make your Queen good. If your King wins your partner is marked with the Ace, and you should continue with your fourth-best. If the Ace takes your King when you get in again you should continue with your Queen, unless you have also the Jack, in which case you should lead that first, as your partner, from your previous lead, knows you must have the Queen. Of

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course, if you lead the Queen, your partner will know you have not the Jack.

Queen, Jack, Ten.

Lead first the Queen and follow, whether your Queen wins or not, with the Jack. From the fact that your Queen wins you cannot be sure whether your partner has both the Ace and King or whether he has the Ace, and the King is in the second hand; therefore you must follow with the Jack, in case the latter is the true state of affairs, so that your partner can again hold up his Ace and thus keep the King from being made good.

King, Jack, Ten.

Lead first the Ten, and if either the Queen or Ace falls, follow, when you again lead the suit, with the King (in the former case because it will force out the best, in the latter because it is the best); should the Ten win, follow with the card below the Ten—which is, of course, the original fourth-best.

The following tables should be learned, so that they are absolutely at your fingers' end:

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Table of Long-Suit Leads.

HOLDING	LEAD	FOLLOW WITH
Ace and four or more others.	Ace.	Fourth-best.
Ace, Queen, Jack.	Ace.	Queen.
Ace, King, with or without Queen	King.	Queen, if you have it; if not, Ace.
King, Queen, with or without Jack.	King.	If King wins, 4th-best. If King loses, Jack, if you have it; if not, Queen.
King, Jack, Ten.	Ten.	If Ten wins, 4th-best If Ten loses, King.
Queen, Jack, Ten.	Queen.	Jack.
Any other combination.	4th-best.	Master card, if you have it. If not, smallest, unless you have 2d and 3d-best, in which case 2d-best.

Table of Inferences.

CARD LED.	MEANS THAT LEADER HAS LEFT IN HAND.
Ace.	Four or more others, or Queen, Jack and one or more others. If the second lead is the Queen, the latter; if not, the former.
King.	Either the Ace or Queen, or both, and others.
Queen.	Jack, Ten and one or more others.
Ten.	King, Jack and one or more others.

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The Second Round.

When you are leading a plain suit that has been led once before, and you have the best card, always lead it. Very few suits go round three times without being trumped, and it is never thought safe to trust a master card for a third round. In trumps the same doctrine applies, for the reason that you only lead trumps when anxious to get them all out, and the lead of a master trump insures at least two rounds.

Second-Hand Play.

The general rule is to play your lowest card second-hand on a small card led. To this rule, however, there is one exception, viz.: when you hold two or more face cards in sequence in the suit. In that case you should, in order to prevent the trick from being taken too cheaply by the third-hand, play the lowest of the sequence of such face cards. There is one exception to this exception, viz.: Queen, Jack and more than one small card. The reason for playing the small card in this case is that the leader cannot have both the Ace and King, and by playing small you are practically sure of complete command of the suit after the second round. If a face card is led, play small, unless you hold two higher face cards or the Ace. In either of these cases cover the face card led.

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Third-Hand.

Always play your highest card, except when your highest cards are in sequence (then the lowest of the sequence), on your partner's lead of a small card. This rule of third-hand high has but a single exception, and that is when you hold the Ace and Queen. In this case the Queen should be *finessed*, it being the one instance in which you are justified in taking the liberty of *finessing* in your partner's suit. If your partner leads a King, you will, of course, not play the Ace if you have it, and likewise if he leads a Queen and you hold the Ace, you will *finesse* it just as you would if the Queen had been originally in your own hand. On the lead of a Ten, the third-hand should play Ace, unless the Queen is also in his hand, in which case he should play a small card, if he has one, as his partner has both the King and Jack, if he is leading regularly. In case you have none of the suit led by your partner you should, as a general rule, pass any face card led by him; trump any spot card.

Fourth-Hand.

The fourth-hand should win the trick, if possible, as cheaply as possible. If he cannot win it he should play his lowest card.

A few Whist maxims which should be mastered in connection with the foregoing follow:

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Always Play the Lowest of a Sequence.

This is a general rule and applies to second, third and fourth-hand plays. Of course, the trick-taking value of cards in sequence is exactly the same, but the order in which you play them is most important to your partner, as he will always read that you cannot have the card immediately in sequence below the one which you play. For example, with King, Queen and others you should play first the Queen, and your partner will then read that you may have the King, but cannot possibly have the Jack. It will thus be seen that this method of always playing the lowest of a sequence gives very important information of both a negative and positive character.

Return of Your Partner's Lead.

In returning your partner's lead it is possible to show the number of the suit remaining in your hand by the following method: If you have but two cards remaining, return the higher of the two. On the other hand, if there are more than two, return the original fourth-best—unless your hand contains the best card of the suit, which, as it is your partner's suit, and the second round, you should always play regardless of the number.

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Show Your Own Suit.

When not the original leader, it is advisable to show your partner which is your suit by leading it as soon as you get the lead, unless it is so very weak that for that reason you do not desire to lead it. In such case it is probably better to either return your partner's suit or lead through the strong suit of the adversary. This only applies if your partner has not led trumps. If he has done that he has undertaken the responsible part of the game, and there is no excuse for your not returning a trump immediately, if you have one. An old Whist maxim covers this case very thoroughly when it says that there are but two justifiable reasons for not returning your partner's lead of trumps, viz.: not having any and sudden death.

Lead Up to the Weak and Through the Strong.

This means that when in your judgment it is not wise to lead your own suit or return that of your partner, and you have to choose a suit declared to be that of one of your adversaries, you should pick the suit of your left-hand opponent, and thus lead through the strong hand up to the weak, instead of the reverse. The reason for this is at once obvious, as the latter procedure will sacrifice any strength in the suit

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your partner may have, while the former will necessarily aid him in making full use of it.

Established Suits.

When either your own suit or your partner's is thoroughly established you may exercise much more latitude in leading trumps than before this is the case. With an established suit, and a card of re-entry in the adversary's suit, a four-trump lead is almost invariably justifiable.

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CHAPTER II.

Rudimentary Trump Leads and Situations.

Trump Leads.

IN the previous chapter no distinction is made between leads from long plain suits and trumps; but the student will appreciate that the reason there given for leading certain high cards from certain combinations in plain suits, to wit, the danger that if held too long such cards may be trumped, does not apply in trumps, and that, therefore, in leading trumps the cases in which a high card should be led originally are not as numerous as in plain suits.

The following table shows the trump leads, and should be accurately fixed in the memory and carefully distinguished from the long-suit table, which henceforth will be considered as applying to plain suits only. (See Note 1, page 11.)

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Trump Leads.

HOLDING	LEAD	FOLLOW WITH
Ace and six or more others.	Ace.	Fourth-best.
Ace, Queen, Jack	Ace.	Queen.
Ace, King, Queen.	King.	Queen.
Ace, King and five others.	King.	Ace.
King, Queen and five others.	King.	If King wins, 4th-best. If King loses, Queen.
King, Queen, Jack.	King.	If King wins, 4th-best. If King loses, Jack,
King, Queen, Ten	King.	If King wins, 4th-best. If King loses, Queen.
Queen, Jack, Ten	Queen.	Jack.
King, Jack, Ten.	Ten.	If Ten wins, 4th-best. If Ten loses, King.

Cross-Ruffs.

A cross-ruff is most advantageous to the side that obtains it; and as the opportunities of securing it are eagerly watched and sought for, just as carefully should you look for the danger of an adverse cross-ruff in order to prevent it by the only means possible, viz., a trump lead. Like returning your partner's lead of trumps, but two excuses will justify not leading trumps to break up a cross-ruff, viz.: not having trumps and sudden death.

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Trumping a Doubtful Trick.

When you are second-hand and have none of the suit led, the question often arises: "Shall I trump it?" The rule is, if the card led is the best, or if you can mark the best with the third-hand, trump it; if you can mark the best with your partner, pass it. If, however, as is frequently the case, the best card is not led, and you cannot tell whether it is in the third-hand or in your partner's, the trick is a doubtful one and you should trump it, if short in trumps; pass it, if long in trumps. This is a rule that it is well to follow very closely.

Forcing Your Partner.

The rule is to always force your partner, if long in trumps; if short, do not do so. The following exceptions to the latter half of the rule may, however, be noted:

Force your partner in spite of your weakness

(a) if either of the adversaries has shown trump strength;

(b) If he has shown any willingness to be forced;

(c) If he has already been forced;

(d) If after the development of his suit he has had the opportunity to show trump strength and has not done so.

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Forcing the Adversary.

Unless your partner wants trumps led you rarely have a better play, when not strong enough to lead trumps yourself, than to force an adversary declared to be strong in trumps. To force the partner of such an adversary is always the worst play you can possibly make.

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CHAPTER III.

Second Round of a Suit and Short Suits.

Second Round of a Suit.

WHEN you have opened your suit originally with a small card, and are subsequently placed in the lead, the question will arise whether you should continue your own or lead some other suit. As a general rule, it is the better policy to continue your own suit. The following exceptions to this doctrine should, however, be noted:

(a) When your partner has led trump.

(b) When either your suit or your partner's is established, and you have reason to believe your joint hands have strength enough to get out the trumps and make the established suit.

(c) When your partner's suit is stronger or more easily established than your own.

(d) When you are weak in trumps, and your left-hand adversary or your partner has led a suit of which you have but one card left.

(e) When your own suit is still hard to es-

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tablish and your partner probably has a tenace in the suit of your left-hand adversary.

When a suit has been opened with a small card by you, and you are about to lead it a second time, you will, of course (it being the second round), lead the best card in the suit, if you then hold it. If you hold both the second and third best, lead the second best; otherwise it is generally wisest to show your partner the exact length in the suit which you had originally, which can most easily be done by leading the lowest. (See table of long plain-suit leads, page 14.)

When both of the adversaries still have trumps, and you are about to continue your own suit or return that of your partner, be sure that at least one of the adversaries can follow suit, as otherwise one will discard and the other trump. It is always disadvantageous to lead a suit under such circumstances, as it gives the strong adversary a valuable opportunity to discard a losing card and the weak one to make a losing trump.

It is as a general rule advisable to keep command of your opponents' suit as long as possible. On the other hand, you should get rid of the command of your partner's suit at the earliest moment, as you do not wish to run any risk of blocking it.

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Short Suits.

It is often necessary to open a short suit either originally in a hand which contains three short suits and four weak trumps or later on when there is some good reason which prevents you from

(a) Continuing your own suit.

(b) Returning your partner's suit.

(c) Leading the suit of your left-hand adversary through him.

When you have to lead a short suit, pick one, if possible, which is headed by two strengthening cards, such as Queen, Jack; Jack, Ten; or Ten, Nine. By so doing you will not materially weaken your own hand and at the same time give your partner a card that he can *finesse*.

When you have no short suit headed by two strengtheners, choose one headed by a Jack or Ten rather than a smaller card, as any card smaller than the Ten is apt to be taken by your partner as a fourth-best and may cause the sacrifice of a face card in his hand.

But three short suits should be opened with the smallest, viz.: Ace, with two smaller cards (provided one is not the King and that the Queen and Jack are not the two smaller cards).

King and two smaller cards (provided one is not the Queen).

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Queen and two smaller cards (provided one is not the Jack).

In every other case open with the top of a short suit.

Queen and two smaller cards, one of which is not the Jack, is one of the worst suits to open, and another suit should be chosen if possible. When this suit has to be opened, either the highest or lowest card may be chosen, and the leader must use his judgment, selecting the former if he has reason to think his partner strong in the suit, otherwise the latter.

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CHAPTER IV.

THE TRUMP SIGNAL—THE ECHO—THE DISCARD.

The Trump Signal.

THE signal commanding a partner to lead trumps is made by playing an unnecessarily high card in any plain suit either second, third or fourth-hand. It is very useful when you are anxious to have trumps led and cannot get the lead.

For example, your partner, or either of your adversaries, leads the King of a suit and follows with the Ace. You have the Nine, Seven and Two; by playing first the Seven (an unnecessarily high card) and next the Two you command your partner to lead trumps whenever he next has the chance to lead.

In leading trump to your partner's signal, if you have not more than three trumps, lead the highest you have, and if it wins follow with the next highest. If you have more than three, make the conventional trump lead, unless you

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hold the best, in which case lead it, following with the original fourth-best.

It should in this connection be remembered that as a trump signal by your partner demands a complete departure from the game you are playing, and to miss seeing it often means the loss of an opportunity for trick-making that will never return, it should be watched for with the most scrupulous care. Also remember that as a signal is a command which must be carefully watched for and implicitly obeyed, it should never be given unless the player making it has good reason to suppose that a trump lead by his partner will prove of benefit.

The Echo.

When your partner has either led or called for trumps, you should echo if you have four. An echo is simply a trump signal made in either a plain or trump suit after your partner has led or signaled.

Example: Your partner leads trumps, and you have the Five, Four, Three, Two. Play first the Three, then the Two, and he will know you have two more. Had you played the Two first, it not being the beginning of an echo, he would, as soon as it fell, have known that you had but two at most left in your hand.

When a lead is made from five trumps, and

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both opponents follow on two trump tricks, an echo enables a stoppage of the trump lead, as the trumps of the adversaries are exhausted.

The Discard.

General Rule.—Discard from your weakest suit, provided so doing does not unguard a face card. For the information of the student it should be here explained that for years there has been a generally recognized exception to this rule, viz.: when an adversary has led or signaled for trumps, and you have not previously shown your own suit, to first discard from the suit you want your partner to lead. Of late, however, a large and constantly increasing percentage of the scientific players of the country have abandoned the exception as unsound. The question is discussed at a more appropriate place hereafter. At present the writer suggests that the student will find it easier and wiser in his own play to disregard the exception, which is explained here merely that it may be recognized and understood by the student when used by others.

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CHAPTER V.

American Leads.

THIS chapter introduces to the student an entirely new and somewhat difficult subject. Before taking it up he should be sure that all that has gone before is absolutely under his command, as otherwise what follows may prove difficult and confusing. The subject referred to is what is generally known as the system of "American leads." The purpose of this system is to enable the leader to show the number of cards in any suit, in which a face card is led originally, by the card led. This is done as follows:

Each one of the face cards when led is made to convey certain information as to the number of the suit, in addition to information of the kind previously explained as to the presence or absence of other high cards. The information as to the number of the suit thus given is as follows:

CARD LED.	NO. IN SUIT SHOWN.
Ace.	Five or more.
King.	Exactly four.
Queen.	Five or more.
Jack.	Five or more.

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The way in which this is done in no manner affects the table of leads already given from the practical standpoint of the comparative trick-taking value of the card led, but merely varies certain leads heretofore given from cards in sequence, when the suit led contains five or more cards. The leads previously given are still important to remember (see Note 1, page 11), as they are not changed when the suit is composed of but four cards. They therefore will now show just what they did before, and in addition that exactly three cards of the suit are left in the leader's hand. The table of changes follows:

HOLDING	LEAD PREVIOUSLY GIVEN.	LEAD NOW GIVEN.	
		WITH FOUR IN SUIT.	WITH FIVE IN SUIT.
Ace, King.	King.	King.	Ace.
Ace, King, Queen.	King.	King.	Queen.
Ace, King, Queen, Jack.	King.	King.	Jack.
Ace, Queen, Jack.	Ace, fol. by Queen.	Ace, fol. by Queen.	Ace, fol. by Jack.
King, Queen,	King.	King.	Queen.
King, Queen, Jack.	King.	King.	Jack.
Queen, Jack, Ten.	Queen, fol. by Jack.	Queen, fol. by Jack.	Queen, fol. by Ten.

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It will be noted that the principle is, when any two cards are in sequence, to make the lead of the lower of them show the greater number in suit. The only exception to this is Ace, King, in which instance the higher card shows the greater number merely because more information can be given by making the King originally led always show exactly four in suit.

This principle once established can be carried out in a surprisingly large number of cases; for example, the lead of the Jack shows five or more in suit, and if the Jack wins the partner (not holding the Ace himself) can read the leader with Ace, King, Queen, and at least one small card still in hand. The leader, having shown all this by his first card, can now show still more by his second. As he must have five, he, if he has no more than five, follows with the Ace, that being the highest card in sequence. If he has six he chooses the King, that being the next lower, while if he has more than six he follows with the Queen, the lowest of all. The same principle is adopted in every similar case. With Ace, King, Queen and others the lead of the King shows four in suit and the lead of the Queen five. Therefore, with five exactly, follow Queen with Ace, the higher of the two cards

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in sequence; with more than five, follow with King.

Ace, Queen, Jack produces another case, as Ace followed by Queen (the higher card) shows four, Ace followed by Jack five.

The King, Queen, Jack combination is governed by the same principle. The King is led from four in suit, the Jack from five or more. Having led the Jack and shown at least five, follow with King (the higher card) with exactly five, the Queen with more than five.

The same principle is, of course, applicable to trumps.

The appended tables show how the principle is applied in every possible case. They give the leads now in most general use in this country. The tables will at first seem intricate, but when studied with the principles heretofore mentioned in mind will soon yield to the student and in the end appear simple.

The complete mastery of these tables, combined with what has gone before, and the very little that remains in Part I, will cause the term Beginner to cease to be appropriate to the reader. Therefore, at this crucial point in the study of the game, do not falter; devote your best energies to mastering the task before you, and the goal is reached.

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Table of Plain-Suit Leads.

HOLDING	NUMBER OF CARDS IN SUIT.					
	FOUR.		FIVE.		MORE THAN FIVE.	
	Lead	Follow with	Lead	Follow with	Lead	Follow with
Ace, King, Queen, Jack.	King.	Jack.	Jack.	Ace.	Jack, with 6, with 7,	King. Queen.
Ace, King, Queen.	King.	Queen.	Queen.	Ace.	Queen.	King.
Ace, King.	King.	Ace.	Ace.	King.	Same as with Five.	
Ace, Queen, Jack.	Ace,	Queen.	Ace.	Jack.	" "	"
Ace, Queen, Jack, Ten.	Ace.	Ten.	Ace.	Jack.	" "	"
Ace and any other combination.	4th-best.	Ace.	Ace.	4th-best.	" "	"
King, Queen, Jack, Ten.	King.	Ten.	Jack.	King.	Jack.	Queen.
King, Queen Jack.	King.	If K. wins, 4th-best. If K. loses, Jack.	Jack.	King.	Jack.	Queen.
King, Queen.	King.	If K. wins, 4th-best. If K. loses, Queen.	Queen.	If Q. wins, 4th-best. If Q. loses, King.	Same as with Five.	
King, Jack, Ten.	Ten.	*	Ten.	*	" "	"
Queen, Jack, Ten.	Queen.	Jack.	Queen.	Ten.	" "	"
Any other combination.	4th-best.		4th-best.		" "	"

*If Ten wins, lead fourth-best. If Queen falls, lead King to show four; Jack, to show more than four. If Ace falls, but not Queen, lead King, regardless of number.

The following condensed statement may assist the student to remember the above leads and to draw the correct inferences from them when made by others:

Ace is led from

(a) Any combination which contains both Queen and Jack, but does not contain King.

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(b) Any five-card suit which does not contain both King and Queen.

King is led from

Any four-card combination which contains the card next to it.

Queen is led from

(a) Any five-card combination which contains the King but not the Jack.

(b) Any combination which contains both Jack and Ten.

Jack is led from

Any five-card combination which contains both King and Queen.

Ten is led from

Any combination which contains both King and Jack, but not either Ace or Queen.

Table Showing Cards Left in the Leader's Hand when he has Won the First Trick in a Plain Suit and Continued the Suit.

ORIGINAL LEAD.	SECOND LEAD.	CARDS OF SUIT LEFT IN LEADER'S HAND.
Ace.	King.	At least three, one of which is not the Queen.
Ace.	Queen.	Jack and one other, which is not the King or Ten.
Ace.	Jack.	Queen and two or more smaller.
Ace.	Ten.	Queen and Jack.

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[*Continuation of Table started on page 36.*]

ORIGINAL LEAD.	SECOND LEAD.	CARDS OF SUIT LEFT IN LEADER'S HAND.
Ace.	Nine.	Ten and either Queen or Jack (not both), and one or more smaller than Nine.
Ace.	Any card smaller than 9.	Three or more, of which two are higher (one of which is not the King) and at least one smaller than the second lead.
King.	Ace.	Two cards, neither of which is the Queen.
King.	Queen.	Ace and one other, which is not the Jack.
King.	Jack.	Ace and Queen.
King.	Ten.	Queen and Jack (Ace in third-hand).
King.	Nine.	Queen and either Jack or Ten (Ace in third-hand).
King.	Any card smaller than 9.	Two cards ranking in value between the two led (Ace in third-hand).
Queen.	Ace.	King and two others, neither of which is the Jack.
Queen.	King.	Ace and three or more others, not Jack.
Queen.	Jack.	Ten and one smaller. (Ace in third-hand.) (King in either second or third-hand.)
Queen.	Ten.	Jack and two or more smaller. (Ace in third-hand.) (King in either second or third-hand.)

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[*Continuation of Table started on page 36.*]

ORIGINAL LEAD.	SECOND LEAD.	CARDS OF SUIT LEFT IN LEADER'S HAND.
Queen.	Nine.	King, Ten and at least one smaller than Nine. (Ace in third-hand.)
Queen.	Any card smaller than 9.	King and one card ranking in value between the two led (not the Jack) and at least one smaller than the second lead. (Ace in third-hand.)
Jack.	Ace.	King, Queen and one other.
Jack.	King.	Ace, Queen and two others, or Queen and two or more others, with Ace and one or more others in third-hand.
Jack.	Queen.	Ace, King and three or more others, or King and three or more others, with Ace and one or more others in third-hand.
Jack.	Any smaller card.	Irregular lead.
Ten.	Any smaller card.	King, Jack and possibly, but not certainly, one or more smaller than second lead. The Queen must be in the third-hand; the Ace may be in either the second or third-hand.

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TABLE OF TRUMP LEADS.

HOLDING	NUMBER OF CARDS IN SUIT.							
	FOUR.		FIVE.		SIX.		MORE THAN SIX.	
	LEAD	FOLLOW WITH	LEAD	FOLLOW WITH	LEAD	FOL. WITH	LEAD	FOLLOW WITH
Ace, King, Queen, Jack.	King.	Jack.	Jack.	Ace.	Jack.	King.	Jack.	Queen.
Ace, King, Queen.	King.	Queen.	Queen.	Ace.	Queen.	King.	Same as with Six.	
Ace, King.	Fourth-best.	King.	Fourth-best.	Ace.	Same as with Five.		Ace.	King.
Ace, King, Jack.	King.	Ace.	Ace.	King.	" "	"	Same as with Five.	
Ace, Queen, Jack.	Ace.	Queen.	Ace.	Jack.	" "	"	" "	"
Ace, Queen, Jack, Ten.	Ace.	Ten.	Ace.	Jack.	" "	"	" "	"
Ace and any other combination.	Fourth-best.	Ace.	Same as with Four.		Same as with Four.		Ace.	Fourth-best.
King, Queen, Jack, Ten.	King.	Ten.	Jack.	King.	Jack.	Queen.	Same as with Six.	
King, Queen, Jack.	King. If King wins, 4th-best. If King loses, Jack.		Jack.	King.	Jack.	Queen.	" "	"
King, Queen.	Fourth-best.	King.	Fourth-best.	Queen.	Same as with Five.		Queen. If Queen loses, King. If Queen wins, 4th-best.	
King, Queen, Ten.	King. If King wins, 4th-best. If King loses, Queen.		Queen. If Queen wins, 4th-best. If Queen loses, King.		" "	"	Same as with Five.	
King, Jack, Ten.	Ten. *		Same as with Four.		Same as with Four.		Same as with Four.	
Queen, Jack, Ten.	Queen.	Jack.	Queen.	Ten.	Same as with Five.		Same as with Five.	
Jack, Ten, Nine.	Jack.	Ten.	Jack.	Nine.	Fourth-best. †		Same as with Six.	
Any other combination.	Fourth-best.		Fourth-best.		‡		‡	

* Note 1.—If Ten wins, lead fourth-best. If Queen falls, lead King to show four; Jack, to show more than four. If Ace falls, but not Queen, lead King, regardless of number.

† Note 2.—Many authorities favor the lead of the fourth-best, regardless of number; but as the lead of the Jack gives the partner a valuable opportunity to *finesse*, it is here chosen. With six or more in suit, however, the suit is so long that a *finesse* is too dangerous, and in such case the fourth-best seems wiser.

‡ Note 3.—With Queen, Jack, Nine, and three or more others, a player is, in the opinion of the writer, too strong to risk allowing a small trump to take the first trick, and should therefore open with the Queen. The fourth-best is the conventional play.

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CHAPTER VI.

Second-Hand Plays in Full.

AS the Ten is only led from King, Jack, Ten, the Queen should be played second-hand on the Ten led when you hold Queen and one small card or Ace and Queen with any number of others.

The Ten or Nine is played second-hand when you hold the card immediately above and only one smaller card. With a *fourchette* second-hand always covers the lead of an Eight or any higher card.

The theory of giving your partner a chance to win the first trump trick, while you retain your own high cards for later rounds, inasmuch as they cannot be trumped, applies even more pointedly to second-hand play than it does to the matter of leads. The following tables show

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the correct original play of the second-hand in both plain suits and trumps in every possible contingency:

Second-Hand Plays—Plain Suits.

CARDS IN SUIT.	PLAY ON ORIGINAL LEAD OF		
	A FACE CARD.	TEN OR NINE.	LOW CARD.
Ace, King, with or without others.	Lowest of Ace-King sequence.	Same.	Same.
Ace, Queen, Jack, with or without others. . .	Ace.	Ace.	Jack.
Ace, Queen, Ten, with or without others. . . .	Ace.	Queen.	*
Ace, Queen and one or more others.	Ace.	Queen.	Smallest.
Ace, Queen.	Ace.	Queen.	Queen.
Ace and others.	Ace.	Smallest.	Smallest.
King, Queen, with or without others. . . .	Queen on Jack.	Queen.	Queen.
King, Jack, Ten, with or without others. . . .	King on Queen.	Ten.	Ten.
King and one small. . .	King on Queen or Jack.	King on Nine.	Small.
Queen, Jack, Ten, with or without others. . .	Smallest.	Ten.	Ten.
Queen, Jack and one small.	Small.	Jack.	Jack.
Queen and one small . .	Small.	Queen.	Small.
Jack, Ten and one small.	Small.	Ten.	Ten.
Ten, Nine and one small.	Small.	. . .	Nine.

*If strong in trumps, the Ten; otherwise, the Queen.

In all other cases play your smallest card, unless a special feature of the situation demands a departure from this rule.

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Second-Hand Plays—Trumps.

CARDS IN SUIT.	PLAY ON ORIGINAL LEAD OF		
	AN HONOR.	TEN OR NINE.	LOW CARD.
Ace, King and one or more small.*	King.	Smallest.	Smallest.
Ace, King, Queen and one small	Queen.	Queen.	Queen.
Ace, King, Queen and two or more small	Queen.	Queen.	Queen.
Ace, King, Queen, Jack, with or without others.	. . .	Jack.	Jack.
Ace, Queen, Jack and one or more small.	Ace.	Jack.	Jack.
Ace, Queen, Ten, with or without one or more small.	Ace.	Queen.	Ten.
Ace, Queen	Ace.	Queen.	Queen.
Ace, Queen and one or more small	Ace.	Queen.	Smallest.
Ace and one or more others.	Ace.	Smallest.	Smallest.
King, Queen and one other.	Queen on Jack.	Queen.	Queen.
King, Queen and two or more others.*	Queen on Jack.	Queen.	Smallest.
King, Jack, Ten, with or without one or more others.	King on Queen.	Ten.	Ten.
King and one small.	King on Queen or Jack.	King on Nine.	Small.
Queen, Jack, Ten and one or more others	Smallest.	Ten.	Ten.
Queen, Jack and one small.	Small.	Jack.	Jack.
Queen, Jack and two or more small	Smallest.	Jack on Nine.	Smallest.
Queen and one small.	Queen on Jack.	Queen.	Small.
Jack, Ten and one small.	Small.	Ten.	Ten.
Jack and one small.	Small.	Jack.	Small.
Ten and one small.	Small.	Ten.	Ten.
Ten, Nine and one small.	Small.	. . .	Nine.

* In these suits very extraordinary length, such as six or more, may warrant a departure from the rule given above especially when there is reason to believe the lead is from the top of a short suit.

In all other cases play a small card, unless a special feature of the situation demands a departure from this rule.

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CHAPTER VII.

UNBLOCKING.

IN most Whist books elaborate attention is given to the subject of Unblocking on the partner's lead, and the reader is given pages of rules informing him when to begin to unblock, when not to, etc. The writer believes that to the intelligent player the majority of such rules are unnecessary, as no thorough Whist player, with or without rules, will permit himself to block his partner's suit. To any other kind of a player such rules are worse than useless, as they will only prove cumbersome to him and distract his attention from some much more important feature of the game. It will therefore be noted that the question of unblocking is conspicuous in this book by the small amount of space which is devoted to it.

There are but comparatively few cases in which it is necessary to at once, on the original lead of the suit, start to unblock. These cases, however, are important and easily mastered. With exactly four cards of a suit which your

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partner opens, unless his original leads show but four, you may play your third-best on the first trick, your second-best on the second trick (unless in either instance you have to play your best in order to try to win the trick), and on the third trick you can play your highest or lowest as the exigencies of the situation demand.

With Two Cards in Suit.

HOLDING.	LED.	PLAY.
Ace and one small.	Jack.	Ace.
Ace and Queen.	Ten.	Ace.
Ace and Jack.	King or Queen.	Ace.

The reason for these plays are so apparent that to explain them is almost to insult the intelligence of the reader.

The Jack shows that the leader has both King and Queen; the Ten shows King and Jack, and the King or Queen shows the other. In all these cases it is necessary to play the Ace in order to keep from blocking the suit on the second round.

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PART II.

FOR

THE ADVANCED PLAYER.

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INTRODUCTION.

THIS part is intended for advanced players, and the subjects discussed herein will therefore be treated in a manner appropriate to that class of readers. Those who do not come within that class are most earnestly advised not to attempt to master what is not intended for them, but to first study Part I, or as much thereof as may be necessary, and having graduated from it then to take up Part II, as they will then be in a better position to be aided by the suggestions contained in the following pages.

The Whist player who is familiar with the history of the game during the past decade knows that it has been a period in which many changes in method of play have been suggested, and that the Whist players of the world have been most widely divided as to whether or not many of these changes were for the better.

The most notable contest has been between the advocates of the various systems of leads. It has proved a long and arduous discussion, which, at the present writing, is still being carried on, although any one, viewing the whole situation

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from an unprejudiced standpoint, must at present of necessity admit that much the largest percentage of the expert opinion of the country has declared in favor of the system commonly called American Leads.

While this system has much the largest following, and may to-day be properly termed the only conventional system in this country, nevertheless the system from which it wrested this position (commonly known as the Old Leads) has still a very considerable and influential body of disciples, while a number of new systems very recently suggested are meeting with varying degrees of favor.

The same differences of opinion—to possibly, however, a less marked extent—exist upon many other important points.

Hitherto Whist writers have, owing to their natural and proper predilection in favor of the system of leads and plays of their choice, given their readers an adequate presentation of but one side of the case. In a preparatory work this is doubtless a wise policy, as the beginner should not be asked to grasp too much at once; but when dealing with the advanced player it seems only right to put all the systems and suggestions side by side, stating without favor the most conspicuous advantages and disadvantages of each.

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The advanced player may benefit by this in two ways: first, in being able to choose for himself that which in his opinion is wisest and best adapted to his own particular methods and style of play; second, in enabling him to understand, and successfully cope with, all the various systems when met in the play of an adversary.

In this part, therefore, all the variations from the conventional play which the writer considers to be of sufficient importance, either by reason of their intrinsic value or the number of their advocates, to command attention, are given.

The writer most distinctly declines to stamp with his personal approval many of the plays to be found in the succeeding chapters. His opinions are, however, given in every instance, and the reader is troubled with nothing but that which, for the reasons stated above, it is most firmly believed he should know in order to be properly considered a Whist player "of to-day."

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CHAPTER I.

Long-Suit Leads.

THERE are a number of systems of plain-suit leads at present used by, and finding favor with, the expert Whist players of this country. Each has its advantages and disadvantages. It is the province of this chapter to state as briefly as possible each system, together with the salient points which its supporters advance in its favor and the strongest objections which its adversaries present in opposition to it. The player, after considering them all, is in the best possible position to determine for himself which he will adopt and to successfully meet the one chosen by his adversary.

The difference in the systems of leads may be briefly stated as follows:

1. American Leads—Show length of suit by the high card led.
2. Old Leads—Show accurately the position of the high cards.

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3. TRUMP-SHOWING LEADS—Show strength or weakness in trumps by high card led.
4. OPTIONAL TRUMP-SHOWING LEADS—Show trump strength only when the leader desires to do so.
5. HAMILTON LEADS—American leads modified.

American Leads.

The system which deserves to rank first in order of consideration is the system of American leads. A player who does not understand this system does not understand the modern game of Whist. It was originated by Nicholas P. Trist, of New Orleans, and is advocated by such writers as Ames, Hamilton, Coffin, Pole and Cavendish. It has been adopted by ninety per cent. of the leading Whist teams of the country, and is used by an equal percentage of the best players of the day who are not identified with any particular team.

In short, the leads embraced in the system of American leads may be said to be beyond a doubt the conventional leads of the day. The reader is presumed to be thoroughly familiar with these leads. If he is not, he is referred to Part I, Chapter V, and especially to the tables on pages 35 to 39, inclusive.

It is claimed for this system of leads that it

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is the most perfect ever conceived by the mind of man, as it possesses all the actual trick-taking qualities of any other, and at the same time in addition gives a wonderful amount of information as to the quantity and quality of the remainder of the suit left in the leader's hands.

As the other systems all present points in which their respective advocates believe they are superior to the American leads, the arguments pro and con on each of these subjects will be given under the discussion of the system which suggests the particular change in question.

Old Leads.

This is the system of leads which was in universal use all over the world for years before the introduction of the system of American leads. Its advocates (with possibly the exception of a few fanatics) admit that in trumps the theory of the American system is an advance in the right direction, and they have accordingly accepted it. In trumps, therefore, the table of American leads is the table of the believers in the old leads, but in plain suits a very different state of affairs exists.

The advocates of the old leads object to the lead of the Ace from Ace, King and three or

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more small ones, because that lead does not at once inform the partner of the position of the King. They object to the lead of the Queen from either Ace, King, Queen and two or more others, or King, Queen and three or more others, because it is confusing, it being often impossible to tell when a Queen is led whether it is from either of these combinations or from Queen, Jack, Ten. They object to the lead of the Jack from Ace, King, Queen, Jack and one or more others, because the Jack does not at once show the presence of the Ace, and they object to making the King show exactly four cards in suit, because they believe it to be important to lead it regardless of number in suit to show the presence of the card next to it.

Their code of leads, which has the great advantage of simplicity, may be briefly stated as follows:

Ace is led only from a five-card suit or Ace, Queen, Jack.

King is led only when accompanied by the card next to it.

Queen is led only from Queen, Jack, Ten.

Jack is led only from King, Queen, Jack and two or more others.

Ten is led only from King, Jack, Ten.

The following table shows the system:

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Table of Old Leads—Plain Suits.

HOLDING*	LEAD	FOLLOW WITH
Ace, King, Queen, Jack.	King.	Jack.
Ace, King, Queen.	King.	Queen.
Ace, King.	King.	Ace.
Ace, Queen, Jack and one other.	Ace.	Queen.
Ace, Queen, Jack and two others.	Ace.	Jack.
Ace, Queen, Jack, Ten.	Ace.	Ten.
Ace and four or more others.	Ace.	Fourth-best.
King, Queen, Jack, Ten (no others).	King.	Ten.
King, Queen, Jack and one small.	King.	Small, if King wins. Jack, if King loses.
King, Queen, Jack and two or more others.	Jack.	King with 5 in suit. Queen with more than 5.
King, Queen.	King.	Fourth-best, if King wins Queen, if King loses.
King, Jack, Ten.	Ten.	Fourth-best, if Ten wins. King, if Ten loses.
Queen, Jack, Ten.	Queen.	Jack with four in suit. Ten with five in suit.
Any other combination.	4th-best.	

* Unless specified, number of suit does not vary the play.

The question as to the comparative advan-vantages of the code above given and the American leads has been and still is, to some extent, the subject of the most bitter discussion in the history of the game. In favor of the code of old leads it is urged that they show

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more accurately than any other system by the first card led what other high cards the hand contains, and that, as they call for the lead of the King from any combination in which the King is accompanied by the card either next above or next below it, they give the partner earlier accurate information of the strength of the suit than can be given in any other way, and therefore enable him to determine more judiciously when he plays on the first trick whether or not it is advisable to start a trump signal.

A very strong point made is the fact that the old system presents but a single Queen lead—viz., Queen, Jack, Ten—while the American leads require the Queen to be led from three different combinations.

The opponents of the old system argue that, while it may have been good enough for the players of the past, Whist of to-day has advanced beyond it, and that it ought to be possible by the original lead of a high card to always give more information than merely what high cards are contained in the hand.

The advanced player of to-day it is claimed, when he leads his first card, should utilize to the utmost the possibility afforded him of not only giving information to his partner as to the high cards in his hands, but also of com-

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municating by the same card the number in suit—that the information as to number in suit is so important as to justify increasing the number of Queen leads.

The answer that the supporters of the old leads make to this argument is, that the most accurate information in regard to the high cards is more important than anything else—that a partner, if he is a keen player, will find out the information as to the number in suit soon enough for all practical purposes; while, on the other hand, if he is not a keen player, that any information afforded him on that point would be of no special value to him, as his abilities, or rather his lack of them, would not enable him to utilize it to the advantage of his side. The opponents of the old leads deny this, claiming that the theory of the American leads is of the utmost importance, as a player can by the positive information which the first card gives, obtain an insight into the partner's hand earlier and more accurately than in any other way.

Trump-Showing Leads.

The theory of this system is to show by the high card of a plain suit the number of trumps in the hand, instead of, as under the American system, the number of the suit led. It, of course,

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suggests no change in the American system of trump leads.

This system was first proposed in a small pamphlet on Whist published by the writer in 1894, called "New Whist Ideas."

The arguments in its favor were in "New Whist Ideas" stated as follows:

"For some time past observant Whist players have been convinced that the development of the game in one respect, viz., the ability of a player to show a partner accurately the number of his trumps, has not kept pace with the measure of advancement made in other branches; and the belief has been prevalent that a system which could early in the play give this much-desired information would, viewed from a trick-taking standpoint, prove most advantageous to the user.

"The reasons for the existence of this belief are at once apparent to any one possessed, even to but a limited extent, of Whist knowledge, who considers the immense advantage a player could derive from the ability to count accurately his partner's trumps whenever troubled by an intricate situation.

"For example, when in doubt whether the combined strength of the two hands warranted a bold game, the knowledge that a partner had four trumps might justify a trump lead otherwise too venturesome to be attempted; while, on the other hand, the information that a partner was short in trumps might prevent a most disastrous lead. When in doubt whether to force

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a partner, such information would be invaluable, as it would often justify such a force even when the player making it was himself short in trumps. A system is here suggested which it is believed gives this most advantageous information at the earliest practical opportunity.

"The only innovation suggested by it is the substitution of a totally new code of high-card leads in plain suits.

"It will be seen at a glance that the proposed leads, with one exception, hereafter referred to, are, as far as the immediate trick is concerned, of exactly the same trick-taking value as those at present in general use.

"They differ widely, however, as to the information conveyed, and it will doubtless be an objection to their general adoption that they do not show the length of the suit led as accurately as the present code.

"When the value of the information they do give is considered, however, this seems, viewed from a comparative standpoint, to be but a slight disadvantage, and it seems slighter still when it is remembered that the partner can frequently find out the number of the suit from the card led, and when unable to do that can generally obtain the information from the fall of the small cards.

"The one change in the immediate trick-taking value of a lead made by the proposed code is the lead from the Ace and four others.

"The present lead of the Ace has many able, successful and outspoken opponents, yet with short trumps the lead of a fourth-best from

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such a combination is unquestionably dangerous. In the proposed code the Ace is led when short in trumps, the fourth-best when long. This lead, without regard to the information it gives as to the number of trumps, is believed to be a stronger play, judged solely from a trick-taking standpoint, than the present one, and therefore it has a double advantage.

"Special attention is also called to the lead of Ace followed by lowest card, which shows both six in suit and four trumps, information being thus given of eight unplayed cards.

"The theory of the proposed system of leads, briefly stated, is that the lead of a King, Jack or irregular card at once shows the presence of four or more trumps in the leader's hands.

"The lead of a Queen shows less than four trumps, and the lead of an Ace has the same significance, unless at once followed either by a Jack or by the lowest card of the suit. The former of these exceptions would show the lead to have been from Ace, Queen, Jack and one or more others in suit with four trumps, while the latter, above referred to, shows at least six in suit and four trumps.

"The following table shows the proposed code in its entirety:

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HOLDING	WITH SHORT TRUMPS.		WITH LONG TRUMPS.	
	Original Lead.	Followed by	Original Lead.	Followed by
Ace, King, Queen, Jack.	Queen.	King.	King.	Queen.
Ace, King, Queen, Jack and one or more others.	Queen.	Jack.	King.	Jack.
Ace, King, Queen and one other.	Queen.	Ace.	King.	Queen.
Ace, King, Queen and two or more others.	Queen.	King.	King.	Queen.
Ace, King and others.	Ace.	King.	King.	Ace.
Ace, Queen, Jack and one or more others.	Ace.	Queen.	Ace.	Jack.
Ace and four others.	Ace.	4th-best.	4th-best.	Ace.
Ace and more than four others.	Ace.	4th-best.	Ace.	Lowest.
King, Queen, Jack, Ten.	Ten.	Queen.	King.	Ten.
King, Queen, Jack, Ten and one or more others.	Ten.	Jack.	Jack.	King.
King, Queen, Jack and one other.	Queen.	King.	King.	Jack.
King, Queen, Jack and two or more others.	Queen.	King.	Jack.	King.
King, Queen and others.	Queen.		King.	
King, Jack, Ten and one or more others.	Ten.		Jack.	
Queen, Jack, Ten and one other.	Queen.	Jack.	Jack.	Queen.
Queen, Jack, Ten and two or more others.	Queen.	Ten.	Jack.	Ten.
Jack, Ten, Nine and one or more others.	4th-best.		Jack.	

Length in trumps may also be shown by the lead of an irregular card.

"Having shown short trumps, a trump signal subsequently made shows exactly three; a

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refusal to make a trump signal shows not over two.

"Having shown long trumps, an echo subsequently made shows five or more; a refusal to echo shows exactly four.

"Having shown short trumps, ruffing with an Eight or under, and subsequently playing the smaller trump, shows one more; ruffing with a small trump, and subsequently playing a larger one, which is not larger than the Eight, shows no more.

"Having shown long trumps, ruffing with a higher and subsequently playing a lower shows five or more; ruffing and subsequently playing a higher shows exactly four.

"Not having shown either short or long trumps, ruffing with a higher and subsequently playing a lower shows at least one more; ruffing with a small trump and subsequently playing a larger one, which is not larger than the Eight, shows no more."

The above argument in favor of the system was written upon its introduction, and before it had received any practical test whatever. It subsequently received a partial test, viz., in the 1894 tournament of the American Whist League at Philadelphia, when it was used by the Hamilton Club team, which stayed in until the final round in the most important contest of that tournament.

The principal point which has been advanced by many of the leading players of the country

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as an objection to the system is novel in its character, being very similar to the greatest argument that has been urged in favor of other systems. The objection is that it gives too much information. It is claimed that the knowledge of whether a hand is weak or strong in trumps is very often more advantageous to the adversaries than to the partner, as they at once know which hand to force, etc., and therefore the giving of the information, which is afforded by this system, is often productive of a gain for the adversaries. Of course, it is only contended that this is the case when the adversaries are as keen players as the pair using the leads in question; and it is generally admitted that where two good players are matched against two of inferior calibre that no other system of leads has been devised that can possibly prove so advantageous for the good players to use.

Optional Trump-Showing Leads.

This system was suggested by the writer to meet the objections raised against the plan just considered, and is now made public for the first time. The idea is that a system which makes the showing of trump strength optional with the leader must be distinctly advantageous. The method conceived to accomplish this is to adopt the old leads as the standard,

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having them show merely what they do under their system, as appears by the table (page 55), but in any case in which the leader desires to show trump strength to allow him to do so by varying from the King lead of the old leads to the lead of either Ace or Queen, as the contents of the hand may necessitate.

In other words, the old leads show exactly what they do in that system, with the additional information that the hand is not one in which the leader desires to affirmatively announce to the entire table that he is strong in trumps, but when the leader departs from the old system then that announcement is made.

The argument in favor of this system, is that if in the opinion of the leader he is placed with a hand in which it will do more good than harm to announce trump strength, he can do it; while, on the other hand, if he has trump strength, but does not desire to announce it, he is not bound to do so, and the adversaries cannot play him with certainty for trump weakness merely because the strength has not been announced.

The principal objections to this system are, the uncertainty in regard to the trump strength which necessarily exists in the majority of cases, and the absence of the elaborate information in regard to length in suit given by the American

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leads. It, however, is certainly an addition to the system of old leads, as a player who prefers that system can use the change for trump strength when occasion makes it advisable without in any way conflicting with his favorite plan. This system has never been given a sufficient trial by the leading players of the country to enable an opinion of it to be formed from practical experience. It certainly seems to deserve more consideration than it has ever received.

Hamilton Leads.

The last system to be suggested is one which may be considered as a composite idea of the members of the team of the Hamilton Club, who, after experimenting at length with all the various systems, have settled upon this as their unanimous choice.

It is merely a modification of the system of American leads, which it is thought removes from them their greatest objection, to-wit, uncertainty as to the combination of high cards from which the Queen is led. This is accomplished by doing away with the lead of the Ten from King, Jack, Ten, and substituting the lead of the Ten instead of the Queen from Queen, Jack, Ten.

The lead of each one of the five high cards is thus given a definite meaning which cannot

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be confused or misunderstood. The only objection that can be urged to the lead of the Ten rather than the Queen from the Queen, Jack, Ten combination is that it conflicts with the lead of the Ten from King, Jack, Ten. This system proposes to do away with the latter lead altogether, making the King, Jack, Ten a combination from which the fourth-best is led.

If this is wise there can be little question of the fact that the modification of American leads here suggested is a most decided improvement over the conventional system in general use. Of course, if it is a trick-losing policy to lead the fourth-best from King, Jack, Ten, then the modification cannot be commended.

The argument in favor of the fourth-best lead from this combination seems to be a strong one. It is, that the lead of the Ten from King, Jack, Ten, gives too great information to the second-hand adversary, as it enables him with Ace, Queen and one or more small cards, or with Queen and one small one, to most advantageously cover the Ten with the Queen. The information that the lead of the Ten conveys to the third-hand does not in any measureable degree offset this, and the only argument that can be used in favor of its retention is that it is necessary for the purpose of forcing a high card to take the trick in the case

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where the partner has not either the Ace, Queen or Nine.

It is hard to understand, however, why it is more necessary for the purpose of forcing a high card to lead Ten from King, Jack, Ten, than from Ace, Jack, Ten, as the latter is the stronger suit, and yet a high-card lead from Ace, Jack, Ten, has never been advocated.

The players of the Hamilton team, who have given the subject a thoughtful and careful test in a long series of important matches, state as their unanimous opinion, as the result of that test, that in practical play the cases in which tricks are lost by the fourth-best lead from King, Jack, Ten, are nearly offset by cases in which the retaining of the Ten in the original leader's hand gives him the strength necessary to eventually establish his suit.

If this opinion is sound there can be no question that the doing away of the Ten lead from King, Jack, Ten, is an advantage, as it will be admitted by all that the information it gives is far more valuable to the opponent than the partner.

Should this lead be abandoned there can be no possible objection to the substitution of the Ten for the Queen from Queen, Jack, Ten, and the strongest objection ever urged against the system of American leads is thereby removed.

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The Queen, if this modification is adopted, becomes a five-card suit-lead without exception, and always shows the presence of the King. The Ten is led only from Queen, Jack, Ten; and while it does not, on the first trick, show the number of the suit, the second trick generally gives that information, as the Jack is played or led, as the case may be, with five or more, the Queen with exactly four.

With this system adopted, the third-hand, of course, treats a Ten led by his partner as he formerly did a Queen, and *finesses* with the Ace, but with King and one small, or Ace, King, and one small, plays the King in order to unblock.

Resumé of all Systems of Leads.

The conclusion which the writer has reached upon the question of leads is, that for players of moderate ability the system of old leads is the best because it is the most simple. To such a player the intricacies of the system of American leads are most confusing, and often in trying to determine some subtle question of how to show the number of cards in a suit some point of play of far greater practical value is overlooked.

It is only the expert who is able to benefit by the information to be given by American

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leads, and for two moderate players to use that system is therefore foolish when playing against opponents of their own calibre, and especially silly when matched against their superiors.

The trump-showing leads give very important information, but it is of such a character that if the adversaries are of the class able to use it to the best advantage they may make it in the long run redound to their benefit. If the adversaries have not the calibre to use the information, then the leader and his partner can adopt no system which will net them more tricks.

The choice as between American leads and the old leads, with the optional trump-showing addition, was at least debatable until the Hamilton modification removed from American leads their most serious drawback. Now when Greek meets Greek it would seem that the best method of attack is the Hamilton modification of American leads.

Summary.

For moderate players.	Old leads.
For any players against adversaries decidedly their superiors.	Old leads, with possibly the addition of optional trump-showing.
For strong players against weak.	Trump-showing leads.
For strong players against their equals.	American leads, with Hamilton modification.

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Ace and Four or More Others (Plain Suit).

There is no plain suit from which a hand is more frequently opened than Ace and four or more others, and there is therefore no combination from which it is of more importance that the best trick-taking lead should be determined. In spite of this there is no Whist question to-day upon which there is a wider divergence of opinion among good players.

As any of the systems mentioned above (with the possible exception of the trump-showing leads) permit the lead of the fourth-best from this combination to be substituted for the Ace, without in any way affecting the system, it seems proper to consider the question, as its importance demands, by itself, and not as a part of any general system.

Until very recently the lead universally adopted from the combination in question was the Ace, the theory being that it was unsafe with a five-card plain suit to hold up the Ace and trust it for the second round, for fear that it would be trumped. At the Chicago Congress, in 1893, however, the Minneapolis team, which that year won the Hamilton trophy, introduced the plan of leading the fourth-best, unless the suit was of great length. The play proved very successful at that Congress, and

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aided the Minneapolis players very materially in their well-deserved victory. The success of the new idea in practice naturally brought it at once into public notice, and started players all over the country experimenting with it.

The result has been that the opinion of expert players, at the present writing, seems to be quite evenly divided. Some of the very best players are heartily in accord with the Minneapolis idea; some are willing to adopt it with five, or occasionally with six, but never with more; some are unwilling to try it unless strong in trumps; some believe in making no fixed rule to govern the case, but that it should be left to the judgment of the player when the situation arises; while others believe it never to be right to depart from the old Ace lead.

The arguments on the subject may be briefly stated as follows:

The lead of a small card is apt to result in a loss whenever one of the other players has but one of the suit, unless that one is a face card in the partner's hand. If the leader himself has a blank or a single-card suit it is believed to increase the probability that some other player is similarly fixed in the suit about to be led, and if that player is an adversary the Ace may die, while if he is the leader's partner a chance for a cross-ruff may be lost. Of course, the longer

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the leader is in the suit the greater the chance that some other player has but a single card of it.

On the other hand, every time the leader finds the Queen in his partner's hand and the King and one or more others in the second-hand, the lead of the fourth-best is a distinct advantage. If the partner has a lone King the fourth-best lead is manifestly advantageous, whereas a lone King in either of the adversaries hands generally results in a gain for the Ace lead.

Another point that must be considered is the size of the four or more cards accompanying the Ace. If they are all very small, then that is an additional reason for a small opening, since if the high cards in the suit happen to be with the adversaries the lead of the Ace establishes it for them, and with trumps out they may make a great game in that suit, which if the Ace had not been led might have been effectually blocked.

The presence of the Queen with the Ace eliminates almost entirely the danger of the adversaries establishing the suit, and insures the command for the leader on the second round in case the King is alone in any hand. On the other hand, it makes it more probable that by leading the fourth-best the suit will be completely established after the first round.

Another argument in favor of the fourth-best

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lead is that an original leader with a long-suit is always anxious to give his partner a chance to lead trumps if he desires to do so. It is also claimed for the fourth-best lead that it simplifies the game by decreasing the number of Ace leads, thus enabling the third-hand to more accurately read his partner's Ace leads and determine whether or not to start a signal.

The trump strength or weakness of the hand is an additional point to consider. If the leader is strong enough in trumps to have a moderately good chance of getting them out, should he choose to lead them, it would seem to be a sound reason for leading the fourth-best, whereas with weak trumps he has little hope of getting out trumps and making his suit. On the other hand, even with weak trumps, he must remember that he has a partner whose trump strength is yet an unknown quantity, and that, even if his partner is weak in both the suit to be led and trumps, it may be important to hold back the Ace to keep the adversaries from getting out the trumps and establishing this very suit.

In determining which card to lead, it should be remembered that the lead of the fourth-best rarely costs more than one trick, whereas when it comes off successfully the gain may be material. If, therefore, it should be

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believed that in not more than fifty per cent. of the cases in which the lead of the fourth-best alters the score it results in a loss, the margin of gain would in the end justify its adoption.

After considering the whole ground, the writer is inclined to side with those who believe the low lead in five-card suits to be a winning one in the long run, and advises its adoption by players of the first class. With more than five cards, however, it seems distinctly dangerous, unless the hand has sufficient strength in trumps to justify taking the short end of the chances for the prospect of a big gain.

The recommendation to lead the fourth-best is limited to players of the first class, as the bringing in of a long suit requires considerable skill, and poorer players who adopt the fourth-best lead frequently suffer all its losses without the ability to profit by its gains.

How to Follow after the Lead of an Ace.

The question of whether an Ace led from Ace and four or more in suit should be followed by the original fourth or fifth-best is a somewhat doubtful one, players differing as to which system gives the most valuable information. Following with the fourth-best shows most accurately the strength of the suit, while, on the other hand, following with the fifth-best

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generally gives the most information in regard to the number.

The writer does not consider it a matter of very great importance which system is adopted, if the partners understand each other, except in cases where the lead of the fourth-best following an Ace would give too much information to the second-hand adversary. For example, if the suit led consisted of Ace, Queen, Ten, Nine, and another, and the Ace was followed by the Nine, a second-hand adversary holding King, Jack and others could with absolute certainty *finesse* the Jack on the second trick, and thus block the suit. Therefore, where the fourth-best is a card which can give the second-hand adversary a valuable opportunity to *finesse*, it is probably wise, as a general rule, even if the system of following with a fourth-best is adopted, to in such case make an exception against it.

Practically the same line of argument applies to the following of a Queen which was led from King, Queen and three or more others, and which won the first trick, except that in such case, as the partner is marked with the Ace, there need be no exception to following with the fourth-best, when that plan is adopted.

Choice of Plain Suit.

When the hand contains more than one long

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plain suit the question which should be originally opened is sometimes very embarrassing and always most important.

The safest rule to follow when the suits are of different length is, to always open the longer, unless the shorter is headed by the Ace, King or Queen and the two cards immediately in sequence therewith.

The most frequent and most troublesome case, however, is that of two four-card suits. The question as to which of these to choose is often most difficult, and is apt even among the very best players to produce serious differences of opinion.

The principal bone of contention is whether a tenace suit should be opened. Some players object strenuously to doing this—being anxious, if possible, to have it led up to—while others will always open the strongest suit, believing the fact that it contains a tenace to be no objection.

The following table gives the writer's views on the subject:

Table of Four-Card Plain-Suit Leads, in Order of Choice.

Ace, King, Queen, Jack.
Ace, King, Queen and one other.
King, Queen, Jack and one other.

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Queen, Jack, Ten and one other.
Ace, King and two others.
Ace, Queen, Jack, Ten.
King, Queen, Ten and one other.
Ace, Queen, Jack and one other.
Queen, Jack and two others.
Ace, Jack and two others.
Ace and three others.
King, Jack, Ten and one other.
Ace, Queen and two others.
King, Jack and two others.
Ace, Queen, Ten and one other.
King, Ten and two others.
Queen, Ten and two others.
King, Queen and two others.
King and three others.
Queen and three others.
Jack and three others.
Ten and three others.
Nine and three others, etc.

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CHAPTER II.

Original Lead of a Short Suit.

THE foregoing chapter was devoted entirely to the consideration of long-suit leads, and that question has naturally almost monopolized the attention which most Whist players have devoted to leads, as there are comparatively few hands in which a long suit should not be opened originally. That there are hands in which it is most disadvantageous to open such a suit the expert players of the day agree with a unanimity which the Whist writers and teachers, who are fond of asserting the doctrine that a short suit should never be opened originally, cannot explain.

For example, a hand which contains four weak trumps and three cards of each of the plain suits, without particular strength in such suits, is not considered of sufficient strength to justify a trump opening by those who have given the matter of trick-taking a practical test. In such a hand a short suit must of necessity be opened, and the partner, when such an opening occurs, is therefore enabled to draw

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as an absolute inference that the leader is long in trumps and not very strong in the plain suits.

The theory of opening a short suit with three plain suits of three cards each and four trumps not of sufficient strength to lead, has been extended by many practical players to hands in which in addition to the four trumps there is a four-card plain suit which the leader does not desire to open, either because it contains a tenace or because it is so very weak that opening it may kill a face card in the partner's hand without materially aiding in the suit's establishment.

In such case many players prefer to open a strengthening card in a short suit, as they urge that they will by so doing strengthen their partner's hand and at the same time show trump strength in their own.

Other players prefer in the case of a long weak suit and four trumps to open the long suit as they would a short one, viz., from the top, thus enabling the partner to *finesse* if he desires to do so, giving him the trump information and at the same time opening the suit which is least apt to be established against them by the adversaries.

In all these cases the partner is enabled to read four trumps in the hand of the original short-suit opener.

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As Whist is played to-day, however, some players of experience and strength go further and say that with a hand from which they distinctly believe it to be disadvantageous to open the long suit, they will open a strengthening card in a short suit regardless of the number of trumps the hand contains. They thus take away from their partner, and of course incidentally from their adversaries, the ability to count them absolutely with four trumps when they open the top of a suit.

The Whist players of the day may therefore on this subject be divided into three classes, viz.:

(a) Those who never originally open a short suit.

(b) Those who do so with four trumps and either no long plain suit or one which they do not wish to open.

(c) Those who do so regardless of the number of their trumps whenever they do not desire to open a long suit.

The position taken by class (a) is as antiquated as that of class (c) is unsound. Class (b) unquestionably stands on the best trick-taking basis; but, like every other good play at the Whist table, the original opening of a short suit with trump strength may be carried to an absurd extreme. The play should only be made

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when both of the combinations favorable to it exist, viz., a short suit well adapted for opening purposes, and either no long plain suit or one which it is most unquestionably a disadvantage to open.

To those who desire to have an absolute rule to guide in each case, the following ideas on the subject may be of value. It is obviously impossible, however, to accurately cover every case, the make-up of the entire hand having much to do with the decision to be reached.

Short suits may be divided into three classes viz.:

(a) Those well adapted for an original opening.

(b) Those which may be opened originally, if necessity requires a short-suit opening.

(c) Those which should never be originally opened.

These classes are:

(a)

Queen, Jack, with or without one other.
Jack, Ten, with or without one other.
Ten, Nine, with or without one other.
Jack, with one or two others.

(b)

Ace and two small (lead smallest).
Queen and one other.

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Ten and one or two others.

Nine and one or two others.

(c)

All other short suits.

Long suits may also be divided into three classes, viz. :

(a) Those which are very poorly adapted for the purpose of an original opening.

(b) Those which, as a rule, can be utilized more advantageously when not originally opened.

(c) Those which should always be opened originally in preference to a short suit.

These classes are :

(a)

Four-card suits without a face card.

(b)

Ace, Queen and two others, one of which is not the Jack.

King, Queen and two small.

King, Jack and two small.

King and three others smaller than Jack.

Queen and three others smaller than Jack.

Jack and three others.

(c)

Any other long suit.

The following suggestions may be appended to the foregoing classification :

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Open a short suit with four trumps and a hand made up as follows:

LONG PLAIN SUIT.	SHORT SUIT.
None.	Class A or B.
Class A.	Class A or B.
Class B.	Class A.

In all other cases open originally with a long suit.

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CHAPTER III.

Irregular Leads.

THERE is one case in which an irregular opening has found such universal favor among good players that it may be almost said to have become conventional, and that is where an honor is turned and the original leader desires to have it led through, either by reason of having the card in sequence below it, a tenace over it, or because he has the card immediately above it, and hopes that his partner may be able to lead him a card which he can successfully *finesse*. In such case it has grown to be a custom among experts all over the country to originally lead an irregular card. Such a lead with an honor turned is considered the most imperative of trump signals, and is an absolute command to the partner to get the lead as expeditiously as possible, and lead trump.

This play started originally with the idea of opening a short suit in such a case as a com-

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mand, but it has since been found that very frequently the hand in question contains no short suit well adapted for an original opening (see table, page 83), but does contain a long suit, which it is most important should be established.

The custom has therefore been changed to any irregular lead instead of merely the top if a short suit, and the leader is thereby frequently enabled to accomplish a double purpose, viz., command a lead through the honor turned, and at the same time go some distance towards establishing the suit that he desires to make after the trumps are gotten out of the way.

This enables a leader to command a lead through an honor in many cases in which it could not otherwise be done, and whenever an honor is turned the original third-hand should always be on the *qui vive* to see whether the card led is a conventional or an irregular lead. Even in the case where the lead is a very small card, which at first seems certainly conventional, it will not do to take it for granted that it is so, as the leader may have a hand which either contains no card which will at first glance inform the partner that the lead is irregular, or, if it does contain such a card, the leading of it may seem to be too probably a trick-losing ex-

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periment. In such a case the leader is obliged to have a recourse to the scheme of leading his original third instead of his fourth-best, and it may take two or more rounds to develop the situation to the partner, therefore the necessity for great care in watching for an irregular lead to be made whenever an honor is turned.

On the question of with what combinations a demand for a lead through an honor turned should be made, there is, of course, as is the case with most comparatively new plays, great difference of opinion. No general rule can be given, as the contents of the whole hand must be considered.

If the trump lead for any reason seems especially imperative, it may be well to lead up to the honor; but unless this is so in the following cases, with either a short suit adapted for an original opening (see table, page 81), or an irregular card which could be advantageously led (see table, page 88), it is generally wise to call for a lead through the turn-up.

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Table of cases in which the giving of a command to lead, though an honor turned, is apt to be very advantageous.

HONOR TURNED.	HIGH TRUMPS IN HAND OF ORIGINAL LEADER.
Ace.	King, Queen and others (not the Jack). King, Jack, Ten and one or more others.
King.	Ace, Queen and others. Ace, Jack, Ten and one or more others.
Queen.	Ace, King and others. Ace, Jack, Ten and one or more others. King, Jack and others (with or without the Ten).
Jack.	Ace, Queen, Ten and one or more others. King, Queen, Ten and one or more others King, Ten, Nine and one or more others. Queen, Ten and others (with or without Nine).

Table of cases in which the advantage may exist, but is more doubtful.

HONOR TURNED.	HIGH TRUMPS IN HAND OF ORIGINAL LEADER.
Ace.	King, Jack and others. Queen, Jack and others.
King.	Ace, Jack and others. Ace, and others.
Queen.	Ace, Jack and others. King, Ten and others.
Jack.	Ace, King, Ten and one other. King, Ten and others.

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The following table shows a number of the irregular leads most commonly made from long plain suits to demand a lead through an honor turned. As the number of small cards in the suit is immaterial only the high cards are given:

JACK FROM	Ace, Jack, Ten. King, Jack, Ten. Queen, Jack, Ten. Jack, Ten.
TEN FROM	Ace, Ten, Nine. King, Ten, Nine. Queen, Ten, Nine. Ten top of suit.
NINE FROM	Nine top of suit. Any suit, without the Ten, in which the Nine is the second or third-best.

The theory of the Nine-leads may be applied to the smaller cards. Of course, the higher the card led the more easily will the situation be detected by the partner.

The original third-hand, when commanded to lead through an honor, should lead a strengthening trump, if he has one, regardless of the number of his trumps. If that card wins, he should try to show four by dropping to his lowest.

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Irregular Trump Lead to Beat the Turn-up.

There are some instances in which the size of the turn-up necessitates a variation from the regular lead in trumps. Before the invention of the call for a lead through an honor by an irregular lead these instances were quite frequent. Now, however, it is apt to be necessary to vary the lead to beat a turn-up only when a Ten or Nine is turned, as a lead can be called for through a higher trump, and a smaller one stands so slight a probability of winning the first trick that it is more important to give the partner correct information than to beat the turn-up.

With Queen, Jack, Nine, or Queen, Jack, Eight, and the Ten turned, the Queen is the best lead; while with the Nine turned, the Jack should be led from Ace, Jack, Ten, and the Ten from King, Jack, Ten.

There are other instances which may arise in practical play in which it is well to vary the lead to beat the turn-up; but they are rather in the nature of special than general cases, and therefore cannot be covered here.

Queen from Queen, Jack, Nine and two or more others.

Many of the strongest players in the country believe that the best trick-taking lead from this

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combination in both plain suits and trumps is the Queen, and it might become the conventional play was it not that the great desire of all players is to simplify rather than further complicate the system of Queen-leads at present in use.

That it complicates the Queen-leads is the principal objection urged against the lead of the Queen from this combination, and it has been deemed of sufficient weight by the majority to prevent the general adoption of the lead.

The writer classifies the case as a very close one, but is inclined to believe that as an original plain-suit lead it is probably wiser not to complicate matters, and therefore advises the lead of the fourth-best. Later in the hand, however, the Queen frequently is sound play. This is of course a question which can only be settled when the situation arises. If either of the adversaries has in any way shown strength in the suit, it may be wise to deceive the whole table by leading the Jack. For the writer's views on the lead from this combination in trumps see Note 3, page 39.

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CHAPTER IV.

Trick-Losing Leads.

THERE are a number of leads which still have a sufficient number of advocates to necessitate mentioning them here, but which have been examined, tried and condemned by the best players as trick-losers. They are considered as briefly as possible.

Ace, King, without any Small Card.

Some players believe in a hand containing the Ace and King in one plain suit, two weak long plain suits and weak trumps, it is wise to lead the Ace and then the King of the two-card suit, following with the fourth-best of one of the long plain suits, in the hope that the partner may win and give the original leader a ruff. This may in exceptional instances gain a trick; but in the majority it will lose many, as it exposes the situation to the adversaries, and is very apt to establish their suit and give them the tip

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to lead trumps. It also conflicts with the system of American leads, and may thereby deceive the partner.

Nine from King, Jack, Nine.

The lead of the Nine from this combination, regardless of number in suit, was once strongly urged, and, strange to relate, found some favor. As it necessitated the lead of the Ace from Ace, Queen, Ten, Nine, and Ace, Jack, Ten, Nine (distinctly trick-losing plays), and as it gave too much information to the adversaries, it was soon discovered to be the most unsound lead that ever attained any considerable notoriety. While it has lost much of its following, it still has some advocates who seem blind to its imperfections.

Ace, King, Jack—Jumping the Suit for the Finesse.

With this combination many players favor the lead of the King or Ace, as the suit may number four or five, and then a jump to some other suit in order to *finesse* the return. In trumps, with no special reason for exhausting the suit, this may at times be sound; but in plain suits it, in the long run, proves very expensive, as it is only apt to be a trick-gaining play when the partner is able to win the second suit and the *finesse* is successful. On the other hand a loss is apt to result in the following four cases:

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(a) When the partner has started a signal wanting trumps led to him at once.

(b) When the change of suit sacrifices in the partner's hand a face card that would otherwise have won.

(c) When the *finesse* loses and the Ace or King dies.

(d) When the partner has but two cards in the suit and is weak in trumps.

The Lead of a Face Card of a Long Plain Suit and then a Singleton.

Many players think they make a very foxy play when they lead a winning face card in their long plain suit, and then jump to a singleton, hoping for a ruff.

Of course this play often produces a gain, but it does so at a great risk, and in the long run proves very expensive, as it is apt to sacrifice a face card in the partner's hand, and at the same time give the adversaries important information which, with moderate trump strength, they can utilize with great effect.

It should be only used in an emergency, such as when the adversary has already led or called for trumps, and even then it is dangerous.

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CHAPTER V.

Second-Hand Plays.

THE tables which will be found on pages 41 and 42 will thoroughly explain conventional second-hand plays to any one not thoroughly conversant with them. In this connection, however, the writer cannot abstain from making an earnest argument in favor, in certain cases, of false-card play second-hand on a small card led.

It must be remembered that it is the adversaries' suit which is led, in which it is very important to mislead him, and in which he can be more easily deceived by a false card than can a keen partner, as the partner will know the number of cards against the original leader from the size of his lead, and with his own hand as a further guide can better determine what is going on than can the leader, who has no possible means of doing anything more than guessing.

For example, with King, Queen, second-hand, the false-card play of the King is of necessity most confusing to the original leader, who, if he happens to hold Ace, Jack, will be

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in grave doubt whether or not to *finesse* on the return. When a player has the reputation of indulging in such second-hand play he very often reaps a decided advantage from that reputation when he has played a singleton face card on the first trick. In such case, if there was not a false-card second-hand player on his left, the original leader could *finesse* with absolute freedom on the return of the suit, but with the knowledge that he has a false-card adversary to deal with he may refuse to make any *finesse* whatever, and thus aid in establishing the suit for the original fourth-hand.

The writer firmly believes that with such combinations as Ace, King; King, Queen; or Queen, Jack, second-hand, considerable advantage may be obtained by frequently playing the higher rather than the lower of the respective sequences.

Of course, a player should not always play a false card under such circumstances. To make his play truly deceptive he should vary it so as to keep the adversary guessing whether the play is false or not.

With King, Queen, without any small cards, false-card play may prove especially advantageous, since if the leader holds the Ace, and is tempted to *finesse* the return, his Ace may never make.

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The second-hand player who has strength in the suit led must always watch carefully to see that in playing one of the regular second-hand combinations he does not take with a higher card than is necessary to use on the trick. By this is meant, that if he can count from the card led that all of the cards above it, not in the leader's hand, are in his hand, it is of course useless to put on one higher than is required to beat the card led. This situation occurs more frequently than the uninitiated would expect, and is much too often overlooked even by good players. Example: Ace, King, Ten, second-hand, with an Eight led; the leader must have Queen, Jack, Nine, and the Ten is sure to win the trick.

The situation is most apt to occur on an Eight or Seven led, but it may happen with a Nine, Six, or even Five.

The following table may be helpful:

NUMBER OF CARDS IN HAND BETTER THAN CARD LED.	CARD LED.	PLAY.
Two.	Nine.	Smallest.
Three.	Eight.	Smallest.
Four.	Seven.	Smallest.
Five.	Six.	Smallest.
Six.	Five.	Smallest.

This table may be easily remembered by noticing that the number of cards in the first

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column and the spots on the card led in the second always total eleven.

In trumps the recognized play with either King, Queen or Jack and one small card, for years was the honor. Of late, however, it has been pretty conclusively proven that with either King and one small, or Queen and one small, unless the Nine or Ten is led, the honor is a trick-losing play, as it enables the leader to *finesse* too freely on the return. With the Jack and one small the question is much more doubtful, and the opinion of the best players is very evenly divided. The writer believes it wise in this case to be governed by the size of the card led. If it is so high (Nine or Eight) as to indicate great strength in the leader's hand, it is probably best to play the Jack on the first trick; otherwise, not.

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CHAPTER VI.

Third-Hand Plays.

THE best players do not advocate very great *finessing* by a third-hand player in his partner's suit. Where the original lead is a conventional one, practically the only *finesse* justifiable in a plain suit on a small card led is the Queen with Ace, Queen. Any face card led, however, is *finessed* with any other face card in hand.

Some players believe that the *finesse* of the Jack with Ace, Jack and one small card is justifiable where the partner by his lead shows but four in suit and no ruff is threatened. This, however, is probably only the case when the third-hand is strong enough to lead trumps if the *finesse* wins, or when he has tenaces to be led up to in the other suits.

In spite of the limited scope in which the third-hand is allowed to *finesse* on his partner's original lead, he has many opportunities to prove that he is not merely a machine drawing his highest card.

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He must be careful never to block his partner's suit; and to him are given many opportunities, when he finds from the cards in his own hand and those marked with his partner that a suit is completely established, of making a bold trump lead. The success of such a lead is apt to depend upon the sufficiency of the defence in the other suits.

As a rule the third-hand should play the lowest of a sequence, but this rule may be materially varied.

For example, holding Ace, King, the play of the Ace before the King is made in trumps as an echo with four or more. In plain suits this play has been given three different meanings, viz., a trump signal from a hand which does not want to lead trumps, but wants trumps led to it, an announcement that the player has no more of the suit, and an announcement that the player has such length in the suit that a further lead of it would, until trumps are out, be disadvantageous, as it would enable one adversary to discard, the other to trump.

Of course, but one of these three meanings can be adopted, and as all three appear to be of about equal value it does not seem to be a vital question which is chosen. It is of the utmost importance, however, that both of the partners should understand which one is to be

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observed by them, as otherwise serious misunderstandings are sure to result, which will be apt to have a disastrous effect upon their score.

With King, Queen and not more than one small card, the play of the King and return of the Queen may be given any one of the three meanings above referred to for the play of the Ace before the King, and the remarks made in regard to that case are, of course, equally applicable to this.

With King, Queen and two others, however, in which case a small card would under the general rule be returned, a new problem presents itself. In trumps, playing the King and returning the Queen at once shows four, and frequently saves a third round. It therefore seems to be sound play, although it is not conventional.

In a plain suit if a third-hand holding King, Queen and two others wins the trick, and is not strong enough to lead trumps, it is generally the most advantageous play for him to return the suit led. This he would of necessity do with his fourth-best card, and therefore if his partner's suit was also a four-card one, containing, as under the circumstances is most probable, the Ace, that card would win the second trick, and the original leader would be apt to lead the suit the third time. In such

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case, had the Queen been played on the first trick, the original second-hand, if he happened to have but two cards of the suit, could mark the position of the King and trump the trick.

If, however, the third-hand had played the King on the first trick, the second-hand would naturally mark the Queen in the fourth-hand, and therefore would not trump. At first glance this situation seems rare, but when the third-hand has King, Queen and two others the chances are that the partner has Ace and three others. If this is so, and the remaining five cards are evenly divided between the adversaries, it is exactly an even chance whether the second-hand adversary has two or three. If he has but two, the play is almost sure to gain a trick, and under no state of affairs is it apt to lose. It may be set down, therefore, as a good rule that the third-hand with King, Queen and two small cards in a plain suit, when if he wins the trick he intends to at once return the suit, should win with the King and return the smallest.

With Queen, Jack and one or more others there is no good reason for the third-hand to play a false card on an original lead of a plain suit unless he is very anxious to signal and an Eight is led. Under these circumstances his partner must have the Ten and Nine and either

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the Ace or the King; therefore, if the fourth-hand should win the first trick, the Jack can be played on the second, and the signal completed.

The play of the Queen before the Jack, third-hand, to show either no more or length in suit, is distinctly a trick-losing play, and cannot be too strongly condemned.

In trumps, whether with the Queen, Jack and two others, third-hand, an echo should be started by first playing the Queen, is an extremely difficult question. In the opinion of the writer it should depend entirely on the size of the card led. If it is high enough to justify the third-hand in the belief that the Jack will not be needed as a trick-winner, and can therefore be led or played without loss on the second trick of the suit, the play of the Queen would probably be sound and judicious. This is certainly the case whenever a Nine, Eight or Seven is led, or when a Six is led and either the second-hand plays or the third-hand holds a higher spot card. Unless the cards can be thus marked, however, the play of the Queen is rather dangerous, as the partner must necessarily mark the Jack against him, and his subsequent play may be affected thereby.

With any smaller two-card combination at the head of a suit, such as Jack, Ten; Ten, Nine, etc., the lowest of the sequence should

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always be played in plain suits—except, of course, when desiring to signal, in which case the higher can generally be played with propriety. In trumps with four the echo should be started at once by playing the higher. The following table shows the best system of trump plays, third-hand:

HOLDING	WITH LONG TRUMPS.		WITH SHORT TRUMPS.	
	Play on First Trick	Return, if you win First Trick,	Play on First Trick	Return, if you win First Trick,
Ace, King, Queen, Jack.	Queen.	Jack.		
Ace, King, Queen.	King.	Queen.	Queen.	King.
Ace, King.	Ace.	King.	King.	Ace.
Ace, Queen, Jack.	Jack.	* Ace.	Jack.	Ace.
King, Queen, Jack.	King.	†Queen.	Jack.	King.
King, Queen.	King.	Queen.	Queen.	King.
Queen, Jack, Ten.	Queen.	Jack.	Ten.	Queen.
Queen, Jack.	Jack.	‡4th-best	Jack.	Queen.
Jack, Ten. §	Jack.	Ten.	Ten.	Jack.

*If the lead is such that the third-hand can in any way absolutely count the King in the leader's hand, the Queen should be played on the first trick and the Jack returned.

†Should the fourth-hand be found without a trump, and the lead have been so small that the Ace cannot be counted in the partner's hand, it may be safer, unless a ruff is threatened, to discontinue the trumps, and try to give the original leader a chance to once more lead through.

‡See discussion of this play on page 102.

§The principle of the Jack-Ten situation applies to the Ten-Nine and all smaller combinations.

The Finesse Obligatory.

This most commonly occurs on the second round of a suit led originally by the player who on the second round is the third-hand. In

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this situation, with the best card marked in the fourth-hand and the second and fourth-best cards in the third-hand, or the fourth-best led and the second-best in the third-hand, the *finesse* should be made as if the third-best is also in the fourth-hand, no harm is done; if it is in the second-hand, a gain is made.

It is strange how often this situation occurs and how frequently it is missed by players from whom better things should be expected.

The cases of most frequent occurrence are when the original lead was from King, Ten, or Queen, Ten, and the first trick was won by the partner with the Queen or King respectively.

False Card, Third-Hand.

The third-hand may, in addition to the cases cited above, frequently play with advantage a false card in a suit in which his partner is making a forced lead and in which he knows the strength is with the adversaries.

When Not to Beat the Card Played by the Second-Hand.

It sometimes happens that the third-hand who originally opened a suit can, on its return, read that the best card of it is without a guard in the fourth-hand, in which case he should play his lowest card, regardless of card played by the second-hand.

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Suppose, for example, trumps were led from King, Eight, Seven, Six, Two. The fall of the cards in order on the first trick was Six, Jack, Queen, Three. The partner of the original leader returns the Five, and the second-hand adversary plays the Ten. The third-hand can now read that the Ace is to his left, without a guard, and he must play small in order to keep the King to win the Nine.

Had the Nine been played on the second round by his right-hand adversary, his play would have been the same, although the Ten could not have been positively placed. Whether the Ten be to the left or the right, however, a small card should be played, and as the trick is going to an adversary who may have a chance to lead again, the original leader should hide the number of his trumps by playing the third best.

Situations similar to the above occur frequently, and should be watched for keenly.

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CHAPTER VII.

Fourth-Hand Plays.

THE play of the fourth-hand, as a rule, is not particularly difficult, it being in most cases merely his duty to take the trick as cheaply as possible, or to play his lowest card in the suit—barring, of course, a desire to signal. There are some cases, however, in which it is not always well for the fourth-hand to take with the lowest of a sequence. For example, holding the King, Queen and one small, and the play of one of the face cards being necessary to win the trick, it is often wise to take with the King, as the play of a false card may induce the original leader not to *finesse* if the suit is returned by his partner. When the original lead shows that the leader must have Ace, Jack, the false-card play seems especially justifiable.

The reputation of being in the habit of playing a false card in such a situation may also be to a fourth-hand player's advantage, when he is not so playing.

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A case in which the fourth-hand should not take the trick is when the trumps are established in one adverse hand and the length in the suit led declared in the other. In such case, if the fourth-hand has the master card of the suit led and smaller ones, he should refuse to part with the master until he is satisfied that all the cards in the suit are exhausted in the hand still retaining the trumps, as otherwise by winning the suit he will merely clear it for the adversary.

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CHAPTER VIII.

DISCARDING.

THERE are few opportunities in the play of Whist that give more scope for the display of sound card-sense than the questions which arise in the matter of discarding. Until but very recent years only one general rule on this subject was known. That was to discard from weakness unless no suit had previously been shown by the discarder, and trumps had been either led or declared by the adversary, in which case the first discard should be from the suit the discarder wanted his partner to lead.

The theory for the latter part of this rule is, that in a hand in which the adversaries have the trump strength it is necessary that the partner shall have absolutely accurate information as to which suit to lead.

The objections to showing strength in this way have, however, become so numerous and weighty in recent years that it has been abandoned by many of the best players, is con-

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stantly losing followers, and the writer has no hesitation in urging that it be universally disregarded as one of the fallacies of the past.

In some hands in which trumps are led or declared by the adversary, the partner of the player who is obliged to discard will prove strong enough, either by forcing or leading, to exhaust the adverse trumps, and thus be able to establish the strong suit of the discarder. In such case the discard from strength is bound almost invariably to cost one trick.

The strongest objection to it, however, is that, while it may in some cases give information to the partner, it also gives the same information to the adversary, who is in the lead and therefore in a better position to utilize it.

The system of discarding most conducive to trick-taking seems to be to always discard the card that can best be spared from the player's hand.

It is rarely wise, especially in the adversaries' suit, to discard the guard or guards necessary to protect a face card.

When the partner is leading trumps, the suit that the discarder wants led may be positively marked by discarding once from each of the other suits; and a good player with long trumps, when his partner has discarded but once, will frequently find it advantageous to lead another

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trump in order to obtain the positive information which the second discard will give.

The information possible to afford by the discard is also materially increased by the addition of the signal in the discard to show command of the suit.

This, of course, must not be confused with a trump-signal, echo or sub-echo, and can therefore only be made when the discarder has either refused trumps or in some way previously given his partner exact information as to the number of trumps that his hand contains.

When it can have no reference to trumps a signal in a discard is a command, as imperative as any trump-signal, for the partner to lead that suit. This play has the advantage that it can frequently be started when the adversaries are in the lead, as the first discard will apparently show weakness, and the discard of the lower card showing the strength be withheld until the partner gets in the lead.

In discarding from a long suit headed by either King or Queen, the show of strength can be started but not completed until the higher card or cards are played and the command left with the discarder.

This plan can also be adopted on the partner's lead of trumps with a very long tenace suit, from which two discards can be afforded.

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CHAPTER IX.

TRUMPS.

When to Lead.

UNDER this head, without diverging from the subject, many more pages than are contained in this book might be written, and something new and important said on each.

It is easy enough to tell a beginner to always lead trumps from five, or four with two honors and plain-suit strength, and that is all the beginner should know, as it would be manifestly absurd for him to attempt to exercise a Whist judgment which he has not yet obtained.

To the advanced player, however, a five-trump hand presents a vastly different problem. He well knows that in many hands leading trumps from five is very expensive, and that he is not

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bound by any hard and fast rule on the subject, but must exercise his best judgment in deciding what to do.

In deciding, he must consider the contents of his entire hand, judge from the thirteen cards as best he can of the probabilities of the situation, and play accordingly. He must not be discouraged, however, when the exercise of sound judgment in this particular loses tricks, as it often will. In the long run, skill will tell.

As no two hands are the same, every such problem presented is a different one, and to attempt to cover the subject by rule is therefore as absurd as it is impossible.

The following hints on the subject may, however, be of service:

With five trumps, headed by Ace, King, Queen; King, Queen, Jack; or Queen, Jack, Ten, it would be a very exceptional hand from which the trump was not the correct opening.

With five trumps (no matter what size) and a five-card suit that is either already established or that probably will be in one round, a trump lead seems undeniably sound.

With five average trumps and a five-card suit that is very weak, it is generally better to first try to establish the plain suit, and if possible give your partner a ruff while so doing.

With five average trumps and a plain suit of

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moderate strength, the contents of the hand, state of the score, etc., must be the guide.

With five average trumps and a strong four-card suit, the trump as a rule is the best opening, although the rest of the hand might in very exceptional cases alter this.

With five average trumps and a four-card suit with but one face card, the rest of the hand must go a long way toward deciding the question. In this case a good strengthening short-suit may sometimes be led with effect; but as a rule in such a hand the short lead is dangerous, as it warns the adversaries not to lead trumps and gives them notice to force the leader. This is a hand to which the old, and as a rule worthless, saying of, "When in doubt, lead trumps," applies.

With five average trumps and a four-card suit without an honor, the four-card suit (which can often in such case be advantageously opened from the top) is the conservative play, unless the rest of the hand justifies the trump lead.

With five average trumps and no long plain suit, the trump is the opening, if the rest of the hand contains any strength or does not contain a short suit from which it is very advantageous to open. When the trump suit is one which you do not desire to open, the rest of the hand weak, and one of the short suits

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is headed by a strengthener, it is generally right to open that short suit.

When four trumps should be opened, and when not, is a question of judgment which must be decided when the case arises, and as the least variation in the hand may determine the question one way or the other, it is indeed hard to offer any suggestions on the subject. The following ideas are therefore necessarily most general:

A four-trump lead is apt to be justified—

(a) When your trumps are headed by Ace, King, Queen; King, Queen, Jack, or Queen, Jack, Ten, and there is no reason to suppose that your partner can ruff any suit.

(b) When your partner has shown trump strength and there is no apparent chance for a ruff.

(c) When either you or your partner have an established plain suit, and both the adversaries have had an opportunity to show trump strength and have declined to do so.

(d) When either you or your partner have a strong plain suit and defence in the other two.

(e) When you want all the other suits led up to you.

When to Signal.

There are many differences of opinion as to the strength in trumps necessary to justify a

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signal. The writer believes it right to signal in any hand from which you would lead, provided the trump suit is headed by one of the three highest honors.

With a trump suit headed by a Jack or smaller card, it is a distinct disadvantage to signal, since if your partner has the King (and not the Ace) he is sure to lose it, without having a trump made good in your hand, whereas if you lead he has an even chance of making his King.

When to Guess at a Signal.

There is no play more fatal than a trump lead made because you think your partner has started a signal, when in reality he has not. It therefore goes without saying that a guess should only be made when there is little doubt of the start of the signal. The most common case where a guess is justified is, when a player in renouncing on the first or second trick of a plain suit discards an Eight or higher card. This is almost certain to be a signal, and the partner is reasonably safe in guessing at it as such.

When the discarder does not want his partner to guess, he—in the rare case, in which his trumps do not warrant a trump call, and yet such a card would be his natural discard—should discard from the other plain suit, so as not to lead his partner into temptation.

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How to Lead to a Signal.

The question of how to lead to your partner's signal has been covered in Part I. (see pages 28 and 29), it being rudimentary in its character, except with long trumps and certain high-card combinations.

How to accurately show number with Ace, King and two others, as the two high cards must be led, has occasioned some discussion. The writer believes the simplest plan is to follow the general rule under these circumstances and lead the highest of three, but to start with the King to show four. Five trumps, headed by Ace, King, with a partner signaling, is such a rare case that it hardly deserves much consideration. The best way to handle it, however, is to lead Ace, then King. Two rounds will probably exhaust the adverse trumps, and the signaler will almost surely be able to tell from the fall of the small cards that his partner has led from five trumps, not two, as would be the other alternative if he led Ace, King, and stopped.

The following table shows, with certain high-card combinations, how number of trumps can best be shown when leading to partner's signal:

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Table of Leads to a Signal.

HOLDING	WITH SHORT TRUMPS		WITH LONG TRUMPS.	
	LEAD	FOLLOW WITH	LEAD	FOLLOW WITH
Ace, King, Queen.	Ace.	King.	King.	Queen.
Ace, King.	Ace.	King.	King.	Ace.
Ace, Queen, Jack.	Ace.	Queen.	Ace. *	Jack.
King, Queen, Jack.	King.	Queen.	Jack.	King.
King, Queen.	King.	Queen.	4th-best.	†
Queen, Jack, Ten.	Queen.	Jack.	Jack.	Queen.

*If your partner has the King turned, or if he is a player who does not signal without an honor, the number in this case can be best shown by leading first Jack, then Queen.

†The lead of Queen, followed by King, would also show long trumps.

How to Ruff with Long Trumps.

This is another question that has perplexed the Whist players of the day. With four trumps, some favor trumping originally with the third-best to show number; others believe number in such a case should not be shown. In deciding this question the ability of the opponents should be an important factor: if they are strong, it is possibly unwise to give this information, while if they are weak it is probably best to do so.

When ruffing with five or more immediately before leading, some believe in ruffing with the fourth-best and leading the fifth-best. Others favor ruffing with the fifth-best and leading the sixth-best, if the hand contains six; if not, the fourth-best. While still another faction advo-

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cates trumping with the lowest and leading the fourth-best.

This question does not seem to be of very serious importance, as long as the partners understand each other; the second plan, however, is probably the wisest.

With five trumps, when the intention is not to lead after the ruff, the fourth-best as a rule is the card with which to ruff, unless doing so sacrifices too high a card, in which case it seems best to make the lowest while the opportunity offers.

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CHAPTER X.

Signals and Echoes.

THE trump signal to command a trump lead from the partner (see page 28), and the trump echo to show four trumps when the partner has already signaled or led (see page 29), are now recognized as conventional plays with which every player of any ability must be familiar.

There are many other systems of giving information, however, by the irregular play of the small cards that are but little known and yet are of considerable value. Of these systems those which appear to be worthy of attention are explained in this chapter. The advanced player should examine them all, and he will then be in a position to decide which, if any, he will adopt.

The sub-echo is the only play explained in this chapter which has become conventional.

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The Sub-Echo.

When a player has declined to echo, a signal made by him the next time the opportunity offers shows that he was dealt three trumps. A refusal to make such a signal shows that his hand did not originally contain more than two. Example: the Two of trumps having been played on the first lead and an echo thus negatived, the suit being changed, a signal in the new suit shows two more trumps. A refusal to make such a signal, one more at most.

Plain-Suit Signal.

When either by reason of the fact that a player has refused trumps, that all the trumps are out, that he has already signaled or accurately shown the number of his trumps, or when for any other reason a signal can have no reference to trump strength, it is of the greatest importance that it should mean either strength or weakness in the suit in which it is made.

It is used for both meanings—some players using it to mean "change the suit," while others to mean, "I can win the next trick in this suit, continue it." Some players complicate the matter somewhat in order to confuse their adversaries by giving the play one meaning on the adversaries' leads, another when the suit is led by the partner.

The writer believes it wisest to make the play

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always show strength, especially as in that way it best conforms with the show of strength by signal in discard suggested on page 110.

The Three-Echo.

The idea of the play known as the three-echo was originally suggested by Mr. H. E. Green, but in the form advocated by him found little favor. The writer has varied it somewhat, doing away with the greatest objection urged against it, and believes it in its present shape to be a trick-winning play, although it has not yet been subjected to any extended practical test.

The idea is that as the partner of a trump-leader more frequently holds two or three trumps than four, it is more important to show the exact number than merely whether the suit is long or short. With this end in view it is proposed in every case, in which the third-hand does not have to play a high trump on his partner's original lead, for him to play his second-best and on the second trick to follow with the third-best.

With this play adopted the leader can very frequently tell on the first trick that his partner has but one more trump at most, as he has played his lowest. From the fall of the second trick the leader can always tell (unless the original third-hand has tried to win one of the

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tricks) whether his partner has any more trumps, and he will generally be able to tell whether the number remaining is one or two.

The play is of great value when the original leader has six trumps, his partner three, and each of the adversaries two. It also proves servicable in many other situations, and will, in the opinion of the writer, in time be universally approved.

The only objection is that the adversaries may, by holding up a small trump, make the leader at the end of the second trick uncertain whether his partner is showing three or four. This may occur in a few hands, but will hardly be serious enough to offset the benefit that will accrue in many others.

The Four-Signal.

The four-signal is a device first suggested by the writer in 1880, and since that time used by him in every match in which he has played. He has found it to be a decided trick-winner, even against the strongest opponents, and he therefore most earnestly urges its adoption in spite of the fact that many players believe it to be a dangerous innovation.

The four-signal consists in playing first the second-best, second the highest, and last the lowest of three small cards (the highest of which is not above an Eight), in a plain suit

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led originally by an adversary, to show four trumps at least. It may also be played on the partner's lead in any suit where the third-hand does not have to unblock.

One of the advantages of the play is that it can on the second trick be turned into either a signal or echo, as the exigencies of the case may demand. The former, should the situation change so as to render a trump lead advantageous; the latter, should the partner lead or call for trumps prior to that time.

Showing the Exact Number of Trumps by Signal.

In connection with the four-signal the writer has devised the following scheme for those who desire to accurately show the number of their trumps by the play of small cards in a plain suit.

With any three small cards in a plain suit—for example, Two, Four, Six—the small cards may be played to show trump-number, as follows:

	PLAY		
HOLDING.	1ST TRICK.	2D TRICK.	3D TRICK.
Short trumps,	Two.	Four.	Six.
Four trumps,	Four.	Six.	Two.
Five trumps,	Four.	Two.	Six.
Six trumps,	Six.	Two.	Four.
Seven or more trumps,	Six.	Four.	Two.

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Showing the Exact Number of Trumps by Echo.

For the following system of echoes the Whist world is indebted to Professor Wm. S. Fenollosa:

The partner having led or signaled for trumps, the play of three small cards in a plain suit can be made to show the number of trumps originally dealt to the player, as follows (with the same small cards as in previous table, page 123):

HOLDING.	PLAY — 1ST TRICK.	2D TRICK.	3D TRICK.
One trump at most,	Two.	Four.	Six.
Two trumps,	Two.	Six.	Four.
Three trumps,	Four.	Six.	Two.
Four trumps,	Four.	Two.	Six.
Five or more trumps,	Six.	Four.	Two.

A Signal After a Lead.

When a player has led trumps and an adversary has won the trick, a signal subsequently made by the original leader is considered by some players to mean six trumps, by others to mean a command for the partner to continue the trump lead. The writer believes it wiser to have it mean neither of these, but rather weakness or strength in the suit then being led. (See page 120.)

Showing Number of Trumps after a Signal.

When a player has signaled, and his partner leads, in answer to that signal, a high trump

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which the signaler decides to pass; he by one method plays his fourth-best in order to most accurately show both size and number, while by another plan he makes a signal in such a case only to show six or more trumps. Some players object to both these plays, believing it to be unwise under the circumstances to give any accurate information, as the suit is not the partner's, and one of the adversaries may be strong in it, and thus be benefited thereby.

In view of the latter possibility, the writer doubts the wisdom of always playing the fourth-best, but sees no harm in allowing a player the option of showing six in such case by a signal, if for any reason he thinks it wise to do so.

Repeating the Signal to Show Six Trumps.

A player who signals successively in two different plain suits thereby is considered by some players to show his partner six trumps.

It has been objected to this play that a player may want to signal a second time—for fear, in case the first signal is a small one, that his partner has not seen it. With a very poor partner this would unquestionably be the correct play, but as such a partner would be unaffected by the question of the number of trumps in the signaling hand, and would consider himself a great player if he simply saw the signal and

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led in response to it, this objection cannot be considered of any importance.

The play therefore seems wise for those who do not desire in such a case to use the plain-suit signal (see page 120) in the second suit.

Second-Hand Signals.

The scheme has been suggested of, on a small card led, playing the higher of two small cards, second-hand, unless there is a desire to trump-signal, in which case to reverse the procedure.

The argument for this play is that it increases the leader's difficulty in placing his own suit, and that a high card may be saved in the partner's hand by a second-hand bid for the trick, which this play really is. Of course, the play must be universally made (even with cards in sequence), or it would be confused with a trump-signal. That the trump-signal is just as serviceable when reversed, however, there can be but little doubt.

The objection to this play, which seems to make it a trick-loser, is that the partner of the second-hand player cannot as accurately tell when he can force him, which information is more important than any benefit the play may give.

Trump-Signal to Show no More of a Suit.

Some players have advanced the theory that it might be well to make a trump-signal mean:

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"I have no more of this suit, and want to ruff it."

When it is considered that such a plan would probably make one trick in one deal, while a trump-signal was making several in each of a dozen deals, the imbecility of the idea at once becomes apparent.

Showing the Number of Trumps on Adversary's Lead.

As there are occasions when it is advantageous to show the number of trumps held by the player when an adversary is leading (such as when the lead is probably a weak one, or when it is known, by reason of an honor turned, that the partner will win the second trick, and there is a suit the player can ruff), it has been suggested that an echo on the adversary's lead of trumps should show no more.

The play is not recommended as a universal rule, as the information it gives is apt to be of more value to the adversary than to the partner, and as it is often advisable to attempt to deceive an adversary when he leads trump by playing the small trumps irregularly. On some such special occasion as one of those mentioned above it might be useful, but the practical difficulty would be to have the two partners understand just when it was to be used and when not. For this reason it seems a dangerous innovation.

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CHAPTER XI.

MISCELLANEOUS.

Avoid Changing Suits.

NEVER change the suit unless it is necessary to do so, is a maxim which has been incorporated in Whist books for years, but the importance of which is not even yet fully recognized except by the most expert players. The general rule, that when you have won your partner's suit it is advantageous not to return it, but to at once show him your own, is susceptible of many exceptions. These exceptions may be enumerated as follows:

(a) When you have but one card remaining in the partner's suit, are weak in trumps, and are desirous of ruffing.

(b) When your suit is extremely weak, and your hand presents no probability of its being established.

(c) When you have tenaces in the two other plain suits.

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Of course this advice should not be carried out under unfavorable conditions, it being manifestly ridiculous when you have won your partner's lead with the Jack or a smaller card, and have no card better than the one with which you won the trick to return the suit, as in such case the chances are that you are leading up to a tenace in the original second-hand. When you have won with the Queen the same objection presents itself, although it is not so pronounced.

The same theory also applies to an original fourth-hand who has won the first trick led. There are many cases in which it is much better to immediately return the suit led through the original leader rather than to open a new suit.

The situations may be classified as follows:

(a) When the original fourth-hand has but one card left of the suit led, is weak in trumps, and desires to ruff.

(b) When the original fourth-hand has several losing cards left of the suit led, is reasonably strong in trumps, and, from the fall of the card on the first trick, believes there is a reasonable chance of forcing his partner.

(c) When the original fourth-hand does not desire to open his own suit either by reason of its containing a tenace or because of its extreme weakness.

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(d) When the original fourth-hand wins the first trick cheaply, has a strengthening card which he can put through, and has reason to believe that his partner has a tenace over the original leader.

The same suggestion to avoid changing the suit applies to an original leader who, having led one or two rounds of his suit, is uncertain as to whether or not he should go on with it. In nine cases out of ten it is better to go on and establish the suit rather than to take the initiative in opening a new weak suit which, if his partner has a high card, may result in the killing of that card, while if, on the other hand, the partner is weak, it may result in the trick going to the adversaries very cheaply, and necessarily very much to the disadvantage of the leader.

When to Treat Plain Suits as Trumps.

With no trumps left in any hand except your own, or with all the trumps played and a sure re-entry in your hand, you should, either leading or playing second-hand, treat a plain suit headed by Ace, King, just as you ordinarily would a trump suit of that character. In such case there is no danger of having your high cards trumped, and therefore the trump-leads and second-hand trump-plays apply to the situation.

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When to Lead Long Suits as Short Ones.

A long suit should be led as a short one—that is, from the top—when there is no chance of making more than two tricks in it, and you have not either the Ace or King, but have the Queen, or when you are very weak in the suit and have reason to think your partner may have some strength in it.

When to Lead Short Suits as Long Ones.

A short suit should be led small (unless it contains the Ace) when, by reason of the adversaries' trumps, only one trick can be made in it, and you do not therefore want your partner to *finesse*.

When to Hold up the Lowest Card of Adversary's Suit.

When you have five cards of a suit in which one of the adversaries by his lead shows four, it is sometimes wise to keep back the lowest until the last, as it will give the leader trouble in placing his suit and make him think some one is showing trump strength.

The play can also be made with five worthless cards of a suit regardless of the number shown by the leader.

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CHAPTER XII.

Duplicate Whist Matches, and How to Win Them.

WHILE the last few years have witnessed great changes in Whist methods and Whist ideas, and have seen the introduction of the most startling developments in leads, signals, etc., in no respect would the Whist Rip Van Winkle who should awaken to-day have more cause for astonishment than in the large and constantly increasing number of Duplicate Whist matches that are played all over the country from the Atlantic to the Pacific.

It was the introduction of the duplicate match that started the Whist boom that has been steadily growing in this country during the past decade, and it is the fact that such a match is possible that makes the student of the situation realize that what many call "the Whist craze" of the present day is not a simple fad which will shortly run itself to a natural

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death, but is the introduction of a new intellectual pastime which has come to stay, and which is destined to a far greater future than even its most enthusiastic admirers of to-day would venture to predict.

As long as Whist was simply a scientific game, in which the luck of getting the winning cards predominated over the skill of the play to such an extent as to prevent any satisfactory test from taking place, the American public had little use for the game except for some such purpose as to pass a long winter evening at home or kill the time of a railway journey.

Now, however, the duplicate game changes all this. The public believes that a game has been found which gives unlimited scope to skill, brilliancy and inventive genius—a game that requires the exercise of memory, judgment and discernment—a game which is worthy of all this because the result of it shows in the score.

The American people, always fond of true sport, are now for the first time given an intellectual game, in which all the various classes, ages and sexes may meet on equal terms in a battle of wits and brains.

Is Duplicate Whist, then, merely a fad? Certainly not. We are witnessing the introduction to the American people of its national in-door sport of the future.

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The best duplicate match is four players against four. This is admitted to be the standard, and, provided the number of deals is sufficient, is the best possible test of Whist skill. The number of deals determined upon should be divisible by three, so as to enable each player on each side to play an equal number of deals as the partner of each other player on his side.

To the true Whist player the acme of pleasure and height of satisfaction is reached when a hard-fought duplicate match is finally won, and therefore the special elements or attributes that go to make up the successful match-player are well worthy of consideration.

All will agree that he should be cool, watchful, keen, thoughtful and brainy; but few will probably suggest a quality that is really more important than any other, viz., patient.

Lack of patience has lost ten matches to every one won by any of the other qualities mentioned.

The great trouble with most match-players is they want to win the game in one deal. So anxious are they to win that they are continually looking for some extraordinary play that they would never think of attempting in straight Whist. That desire to get an extra trick out of a deal has lost many a Whist match.

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On the average not more than one hand in a hundred gives the very finest player a chance to make a *coup* too deep to suggest itself to the mind of any first-class player.

In not more than one or two hands in a long match does the first-class player have a chance to make a play beyond the capacity of the average player, and yet it is just in those very commonplace hands that the average player frequently loses tricks. Why? Simply because, as he is playing Duplicate Whist, he thinks he must be always looking out for something deep—doing something unusual. He is playing for more in his hand than is in it—trying for fourteen tricks, in other words—while his more far-seeing rival perceives there is nothing below the surface in the hand and takes what there is in sight.

The true theory is to play the most important match with great care, but with just the same style of play that you would adopt in a most unimportant game.

Play each hand for what it is worth, no more. It is a very exceptional match if you do not get enough tricks given to you to enable you to win by a big margin if you are not generous yourself.

Don't play a hand with the idea that you must make *more* out of it than your adversary.

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Play it simply with the thought that you will get what is in it, and that he may get *less*.

Make the situations as easy for your partner and as difficult for your adversary as possible.

Concentrate your attention upon the play, and allow no other idea to enter your mind during the progress of a deal.

This may seem rudimentary advice. As a matter of fact, however, there are so many tricks lost by good players in matches, the loss of which, if detected, is blamed upon almost every possible cause except the correct one, viz., lack of the complete concentration of the mind upon the play of the particular hand, that it seems to be a subject which no player in existence has a right to scorn as *infra dig.*

Success in Duplicate Whist is, indeed, difficult, and the player who would grasp every possible situation in a hand, and capture every possible trick, must have the power to concentrate all his faculties upon that hand. No player, no matter how great his capacity, can do thorough justice to a hand when at any time during it his mind wanders. Too often do we see a player while the play is in progress thinking of such subjects as:

How the last deal worked.

How many more could have been made had his partner played differently.

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How he can justify some play he made.

How the last deal will be played at some other table.

How the score of the match probably stands.

When this is the mental condition of a player the best results cannot be obtained. If a trick has been lost, it is gone. Thinking over it cannot bring it back, but may very quickly give it one or more comrades.

In a match resolve to wipe each deal from your mind as soon as it is completed, as figures from a slate. Induce your partner to do likewise by declining to join with him in "post-mortems." If you note some eccentricity on the part of an adversary take your partner aside and communicate your discovery; otherwise do no commenting or coaching during a match. There is a time for all things, and there is a time when each particular thing is most inappropriate. Your partner may during the play of the next deal think of what you have said between deals about the last. If he does this he cannot give to the hand which he is playing the attention that it deserves. Therefore, for his sake as well as your own, "Don't talk."

Remember, always, complete and absolute concentration is essential to perfect play, and goes a long way toward securing it.

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CHAPTER XIII.

Progressive (or Compass) Whist.

MR. John T. Mitchell, of Chicago, some years ago, invented a system of play which is especially attractive for club or social purposes when twelve or more players get together for a Whist sitting or series of sittings.

Mr. Mitchell gave his system a very appropriate name, viz., Progressive Whist—as it consists of the east and west pairs all progressing, while the north and south pairs remain seated. In the East, however, for some reason, the title of Progressive Whist has never proved popular, while the system itself has flourished under the title of Compass Whist, so called because the four players at each table occupy the four points of the compass.

To play under this system, number the tables from one up, and, if possible, secure an odd number of tables, as that greatly simplifies the procedure. With an odd number of tables place the cards for as many deals as it is de-

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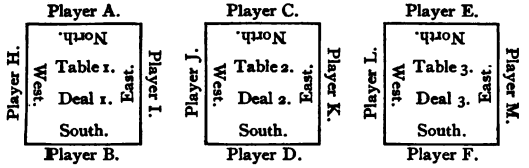
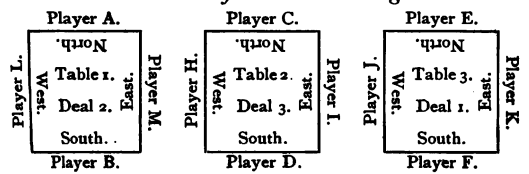
sired to play on the various tables, an equal number on each. Whenever all the tables have finished playing the deals allotted to them move the deals from each table to the table next lower in number, and move all the east and west players to the table next higher in number. Continue this until all the players have played all the deals, and all the east and west players have played against all the north and south. These two events will happen at the same time, and *the number of changes will be one less than the number of tables.*

The following example for three tables, with three deals, shows the system—variations in number of deals or tables (as long as the number of tables remains odd) make no difference:

Positions at Starting.



Positions After First Change.



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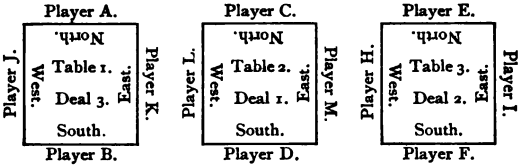
Positions After Second Change.



With an even number of tables, have the north and south players sit still, as above, move the deals and the east and west players, as above, until the moving players have played at exactly half the tables; then have them skip one table in their progression, and continue just as before, playing the last lot of deals at the table at which they played first.

The objection to this system is, that each pair will omit to play against one pair which plays in the opposite direction, and will play twice against the pair at whose table they start.

When the number of tables, although even, if divided by two, produces an odd number, as is the case with six, ten or fourteen, the above objection may be obviated by dividing the tables into two sections, numerically equal, putting out originally but half the number of deals that it is intended to play. Play round in the regular way in each section to a finish of the deals put out, then change the deals, but not the players, from one section to the other, and

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play round once more in the regular way. This will complete half of the play. Next change the east and west players from one section to the other, put out the second-half of the deals, and repeat the plan of play adopted for the first half.

With a number of tables which, when divided by two, produces an even number, such as four, eight or twelve, it is much the easiest method to skip one table, as explained above. With exactly four tables, however, the following scheme can be worked; but it is very complicated, and should be carefully studied before it is attempted, as the least mistake will ruin the entire evening's play:

Seat players in regular way; put out half the deals.

First Change.

Move deals from table 1 to table 2.
" " " " 2 " " 1.
" " " " 3 " " 4.
" " " " 4 " " 3.

Don't move players.

Second Change.

Move deals from table 1 to table 3.
" " " " 2 " " 4.
" " " " 3 " " 1.
" " " " 4 " " 2.

Move east and west players from table 1 to table 2
" " " " " " " 2 " " 1
" " " " " " " 3 " " 4
" " " " " " " 4 " " 3

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Third Change.

Move deals from table 1 to table 2.
" " " " 2 " " 1.
" " " " 3 " " 4.
" " " " 4 " " 3.

Don't move players.

Fourth Change.

This will complete one-half the play. Put out second-half of the deals and change players as follows:

Move east and west players from table 1 to table 3
" " " " " " " 2 " " 4
" " " " " " " 3 " " 1
" " " " " " " 4 " " 2

Fifth change, same as first change.

Sixth change, same as second change.

Seventh change, same as third change.

This completes the play, and each pair will have played an equal number of deals with every pair playing in an opposite direction.

In placing the pairs, north and south or east and west, it is well to divide the strength as equally as possible between the two directions, as that makes the best game.

Give each pair a score-sheet on which they are to enter the tricks actually taken by them.

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The following is a good form of score-sheet:

Progressive Score

OF POSITION.

M..... .....

AND

M..... .....

.....*189*.....

DEAL NO.	SCORE.	TRUMP.	OPPONENTS.
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
21			

Total,

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This score-sheet, when filled up, would read as follows:

Progressive Score
OF
MRS. BROWN
AND
MR. SMITH.

POSITION.
North.
South.

July 4th, 1895.

DEAL NO.	SCORE.	TRUMP.	OPPONENTS.
1	10	Ten Spades.	Mrs. White and Mr. Green.
2	4	Eight Spades.	
3	13	Jack Clubs.	
4	1	Three Hearts.	
5	0	Two Clubs.	
6	3	Ace Diamonds.	
7	2	King Spades.	
8	12	Two Hearts.	Mrs. Black and Mr. Jones.
9	11	Eight Spades.	
10	5	Seven Clubs.	
11	8	Queen Spades.	
12	6	Ten Clubs.	
13	7	Nine Hearts.	
14	10	Seven Spades.	
15	9	Six Clubs.	Mrs. Dummy and Mr. Dummy.
16	5	Five Hearts.	
17	8	Ace Spades.	
18	6	Four Diamonds.	
19	7	Jack Clubs.	
20	11	Jack Spades.	
21	4	Nine Hearts.	

Total, 142

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The score-sheet is filled up as it would be with three tables playing. Were there seven tables there would be seven adversaries, and three deals would be played against each.

It is well to ask the players to compare each score as it is entered in order to avoid mistakes. Should a mistake be made, however, it can be detected, as the scores must prove, if correct. The mistake can be traced by comparing the sheets.

In order to save time the following table of the totals of all the score-sheets can be used to see whether all are right:

NUMBER OF TABLES.	NUMBER OF DEALS PLAYED.	ALL SCORE-SHEETS SHOULD TOTAL.
3	15	585
3	18	702
3	21	819
3	24	936
3	27	1053
3	30	1170
4	16	832
4	20	1040
4	24	1248
4	28	1456
4	32	1664
5	15	975
5	20	1300
5	25	1625
5	30	1950
6	18	1404
6	24	1872

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[*Continuation of Table from p. 145.*]

NUMBER OF TABLES.	NUMBER OF DEALS PLAYED.	ALL SCORE-SHEETS SHOULD TOTAL.
6	30	2340
7	14	1274
7	21	1911
7	28	2548
8	16	1664
8	24	2496
8	32	3328
9	18	2106
9	27	3159
10	20	2600
10	30	3900
11	11	1573
11	22	3146
12	12	1872
12	24	3744
13	13	2197
13	26	4394
14	14	2548
14	28	5096
15	15	2925
15	30	5850

When the total has proved correct, add all the north and south scores in one column, and all the east and west scores in another column, and get the respective averages by dividing the respective totals by the number of tables. All scores above the average are plus, those below minus.

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The following form of sheet may be used for this purpose:

July 4th, 1895.

NORTH AND SOUTH SCORES.		PLUS OR MINUS.
Mrs. Brown and Mr. Smith,	142	+4⅓
Miss Whist and Mr. Revoke,	139	+1⅓
Mr. and Mrs. Smythe,	132	—5⅔
Total,	3)413	
North and South Average,	137⅔	

EAST AND WEST SCORES.		
Mrs. White and Mr. Green,	140	+4⅔
Mrs. Black and Mr. Jones,	135	— ⅓
Mr. and Mrs. Dummy,	131	—4⅓
Total,	3)406	
East and West Average,	135⅓	

The above sheet is made out for three tables that have played twenty-one deals. It will be noticed that the plus and minus column must always prove.

Using trump indicators will often save mistakes as to the turn-up.

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The following is the best form of trump indicator:

DEAL NO.....	
SPADE.	HEART.
CLUB.	DIAMOND.

These indicators should be filled up when the original deal takes place, and should then be placed with the dealer's hand.

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APPENDIX A.

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THE LAWS OF WHIST,

AS REVISED AND ADOPTED AT THE

THIRD AMERICAN WHIST CONGRESS, 1893.

The Game.

1. A game consists of seven points, each trick above six counting one. The value of the game is determined by deducting the loser's score from seven.

Forming the Table.

2. Those first in the room have the preference. If, by reason of two or more arriving at the same time, more than four assemble, the preference among the last comers is determined by cutting, a lower cut giving the preference over all cutting higher. A complete table consists of six; the four having the preference play. Partners are determined by cutting; the highest two play against the lowest two; the lowest deals, and has the choice of seats and cards.

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3. If two players cut intermediate cards of equal value, they cut again; the lower of the new cut plays with the original lowest.

4. If three players cut cards of equal value, they cut again. If the fourth has cut the highest card, the lowest two of the new cut are partners, and the lowest deals. If the fourth has cut the lowest card, he deals and the highest two of the new cut are partners.

5. At the end of a game, if there are more than four belonging to the table, a sufficient number of the players retire to admit those awaiting their turn to play. In determining which players remain in, those who have played a less number of consecutive games have the preference over all who have played a greater number; between two or more who have played an equal number, the preference is determined by cutting, a lower cut giving the preference over all cutting higher.

6. To entitle one to enter a table he must declare his intention to do so before any one of the players has cut for the purpose of commencing a new game or of cutting out.

Cutting.

7. In cutting, the Ace is the lowest card. All must cut from the same pack. If a player exposes more than one card, he must cut again.

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Drawing cards from the outspread pack may be resorted to in place of cutting.

Shuffling.

8. Before every deal the cards must be shuffled. When two packs are used, the dealer's partner must collect and shuffle the cards for the ensuing deal and place them at his right hand. In all cases the dealer may shuffle last.

9. A pack must not be shuffled during the play of a hand, nor so as to expose the face of any card.

Cutting to the Dealer.

10. The dealer must present the pack to his right-hand adversary to be cut; the adversary must take a portion from the top of the pack and place it towards the dealer; at least four cards must be left in each packet; the dealer must reunite the packets by placing the one not removed in cutting upon the other.

11. If, in cutting or reuniting the separate packets, a card is exposed, the pack must be re-shuffled by the dealer and cut again. If there is any confusion of the cards or doubt as to the place where the pack was separated, there must be a new cut.

12. If the dealer re-shuffles the pack after it has been properly cut, he loses his deal.

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Dealing.

13. When the pack has been properly cut and reunited, the dealer must distribute the cards, one at a time, to each player in regular rotation, beginning at his left. The last, which is the trump card, must be turned up before the dealer. At the end of the hand or when the deal is lost, the deal passes to the player next to the dealer on his left, and so on to each in turn.

14. There must be a new deal by the same dealer—

(i) If any card except the last is faced in the pack.

(ii) If, during the deal or during the play of the hand, the pack is proved incorrect or imperfect; but any prior score made with that pack shall stand.

15. If during the deal a card is exposed, the side not in fault may demand a new deal—provided neither of that side has touched a card. If a new deal does not take place, the exposed card is not liable to be called.

16. Any one dealing out of turn or with his adversaries' pack may be stopped before the trump card is turned, after which the deal is valid and the packs, if changed, so remain.

Misdealing.

17. It is a misdeal—

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(i) If the dealer omits to have the pack cut, and his adversaries discover the error before the trump card is turned and before looking at any of their cards.

(ii) If he deals a card incorrectly, and fails to correct the error before dealing another.

(iii) If he counts the cards on the table or in the remainder of the pack.

(iv) If, having a perfect pack, he does not deal to each player the proper number of cards, and the error is discovered before all have played to the first trick.

(v) If he looks at the trump card before the deal is completed.

(vi) If he places the trump card face downwards upon his own or any other player's cards.

A misdeal loses the deal, unless during the deal either of the adversaries touches a card or in any other manner interrupts the dealer.

The Trump Card.

18. The dealer must leave the trump card face upwards on the table until it is his turn to play the first trick. If it is left on the table until after the second trick has been turned and quitted, it is liable to be called. After it has been lawfully taken up it must not be named, and any player naming it is liable to have his

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highest or his lowest trump called by either adversary. A player may, however, ask what the trump suit is.

Irregularities in the Hands.

19. If at any time after all have played to the first trick, the pack being perfect, a player is found to have either more or less than his correct number of cards, and his adversaries have the right number, the latter, upon the discovery of such surplus or deficiency, may consult and shall have the choice—

(i) To have a new deal, or

(ii) To have the hand played out, in which case the surplus or missing card or cards are not taken into account.

If either of the adversaries, also, has more or less than his correct number of cards there must be a new deal.

If any player has a surplus card by reason of an omission to play to a trick, his adversaries can exercise the foregoing privilege only after he has played to the trick following the one in which such omission occurred.

Cards Liable to be Called.

20. The following cards are liable to be called by either adversary:

(i) Every card faced upon the table other-

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wise than in the regular course of play, but not including a card led out of turn.

(ii) Every card thrown with the one led or played to the current trick. The player must indicate the one led or played.

(iii) Every card so held by a player that his partner sees any portion of its face.

(iv) All the cards in a hand lowered or shown by a player so that his partner sees more than one card of it.

(v) Every card named by the player holding it.

21. All cards liable to be called must be placed and left face upwards on the table. A player must lead or play them when they are called, provided he can do so without revoking. The call may be repeated at each trick until the card is played. A player cannot be prevented from leading or playing a card liable to be called. If he can get rid of it in the course of play, no penalty remains.

22. If a player leads a card better than any his adversaries hold of the suit, and then leads one or more other cards without waiting for his partner to play, the latter may be called upon by either adversary to take the first trick, and the other cards thus improperly played are liable to be called. It makes no difference whether he plays them one after the other or

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throws them all on the table together, after the first card is played the others are liable to be called.

23. A player having a card liable to be called must not play another until the adversaries have stated whether or not they wish to call the card liable to the penalty. If he plays another card without awaiting the decision of the adversaries such other card also is liable to be called.

Leading Out of Turn.

24. If any player leads out of turn, a suit may be called from him or his partner, the first time it is the turn of either of them to lead. The penalty can be enforced only by the adversary on the right of the player from whom a suit can be lawfully called.

If a player so called on to lead a suit has none of it, or if all have played to the false lead, no penalty can be enforced. If all have not played to the trick, the cards erroneously played to such false lead are not liable to be called and must be taken back.

Playing Out of Turn.

25. If the third-hand plays before the second, the fourth-hand also may play before the second.

26. If the third-hand has not played, and the fourth-hand plays before the second, the

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latter may be called upon by the third-hand to play his highest or lowest card of the suit led, or, if he has none, to trump or not to trump the trick.

Abandoned Hands.

27. If all four players throw their cards on the table, face upwards, no further play of that hand is permitted. The result of the hand, as then claimed or admitted, is established—provided that, if a revoke is discovered, the revoke penalty attaches.

Revoking.

28. A revoke is a renounce in error not corrected in time. A player renounces in error when, holding one or more cards of the suit led, he plays a card of a different suit.

A renounce in error may be corrected by the player making it, before the trick in which it occurs has been turned and quitted, unless either he or his partner, whether in his right turn or otherwise, has led or played to the following trick, or unless his partner has asked whether or not he has any of the suit renounced.

29. If a player corrects his mistake in time to save a revoke, the card improperly played by him is liable to be called. Any player or players who have played after him may withdraw their cards and substitute others. The cards so withdrawn are not liable to be called.

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30. The penalty for revoking is the transfer of two tricks from the revoking side to their adversaries; it can be enforced for as many revokes as occur during the hand. The revoking side cannot win the game in that hand. If both sides revoke, neither can win the game in that hand.

31. The revoking player and his partner may require the hand, in which the revoke has been made, to be played out, and score all points made by them up to the score of six.

32. At the end of a hand, the claimants of a revoke may search all the tricks. If the cards have been mixed, the claim may be urged and proved, if possible; but no proof is necessary and the revoke is established, if, after it has been claimed, the accused player or his partner mixes the cards before they have been examined to the satisfaction of the adversaries.

33. The revoke can be claimed at any time before the cards have been presented and cut for the following deal, but not thereafter.

Miscellaneous.

34. Any one, during the play of a trick and before the cards have been touched for the purpose of gathering them together, may demand that the players draw their cards.

35. If any one, prior to his partner playing,

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calls attention in any manner to the trick or to the score, the adversary last to play to the trick may require the offender's partner to play his highest or lowest of the suit led or, if he has none, to trump or not to trump the trick.

36. If any player says, "I can win the rest," "The rest are ours," "We have the game," or words to that effect, his partner's cards must be laid upon the table and are liable to be called.

37. When a trick has been turned and quitted, it must not again be seen until after the hand has been played. A violation of this law subjects the offender's side to the same penalty as in case of a lead out of turn.

38. If a player is lawfully called upon to play the highest or lowest of a suit, or to trump or not to trump a trick, or to lead a suit, and unnecessarily fails to comply, he is liable to the same penalty as if he had revoked.

39. In all cases where a penalty has been incurred, the offender must await the decision of the adversaries. If either of them, with or without his partner's consent, demands a penalty to which they are entitled, such decision is final. If the wrong adversary demands a penalty, or a wrong penalty is demanded, none can be enforced.

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THE ETIQUETTE OF WHIST,

AS ADOPTED BY THE

THIRD AMERICAN WHIST CONGRESS, 1893.

The following rules belong to the established code of Whist Etiquette. They are formulated with a view to discourage and repress certain improprieties of conduct, therein pointed out, which are not reached by the laws. The courtesy which marks the intercourse of gentlemen will regulate other more obvious cases:

1. No conversation should be indulged in during the play except such as is allowed by the laws of the game.

2. No player should in any manner whatsoever give any intimation as to the state of his hand or of the game or of approval or disapproval of the play.

3. No player should lead until the preceding trick is turned and quitted.

4. No player should, after having led a winning card, draw a card from his hand for

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another lead until his partner has played to the current trick.

5. No player should play a card in any manner so as to call particular attention to it, nor should he demand that the cards be placed in order to attract the attention of his partner.

6. No player should purposely incur a penalty because he is willing to pay it, nor should he make a second revoke in order to conceal one previously made.

7. No player should take advantage of information imparted by his partner through a breach of etiquette.

8. No player should object to referring a disputed question of fact to a bystander who professes himself uninterested in the result of the game and able to decide the question.

9. Bystanders should not in any manner call attention to or give any intimation concerning the play or the state of the game, during the play of a hand. They should not look over the hand of a player without his permission; nor should they walk around the table to look at the different hands.

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THE LAWS OF DUPLICATE WHIST,

AS ADOPTED BY THE

FOURTH AMERICAN WHIST CONGRESS, 1894.

Duplicate Whist is governed by the Laws of Whist, except in so far as they are modified by the following Special Laws:

The Game and the Score.

(a) A game or match consists of any agreed number of deals, each of which is played once only by each player.

The contesting teams must be of the same number, but may each consist of any agreed number of pairs, one-half of which, or as near thereto as possible, sit north and south, the other half east and west.

Every trick taken is scored, and the match is determined by a comparison of the aggregate scores won by the competing teams. In case the teams consist of an odd number of pairs, each team, in making up such aggregate, adds, as though won by it, the average score of all

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the pairs seated in the positions opposite to its odd pair.

Each side keeps its own score, and it is the duty of the north and south players at each table to compare the scores there made and see that they correspond. In case they fail to perform this duty the east and west scores are taken as correct, and the north and south scores made to correspond thereto.

In a match between two teams, the team which wins a majority of all the tricks, scores the match as won by that number of tricks which it has taken in excess of one-half the total.

In a match between more than two teams each team wins or loses, as the case may be, by the number of tricks which its aggregate score exceeds or falls short of the average score of all the competing teams.

In taking averages fractions are disregarded and the nearest whole number taken, one-half counting as a whole, unless it is necessary to take the fraction into account to avoid a tie, in which case the match is scored as won by "the fraction of a trick."

Forming the Table.

(b) Tables may be formed by cutting or by agreement.

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In two-table duplicate, if the tables are formed by cutting, the four having the preference play at one table and the next four at the other. The highest two at one table are partners with the lowest two at the other. The highest two at each table sit north and south; the lowest two east and west.

Dealing and Misdealing.

(c) The deal is never lost; in case of a misdeal, or of the exposure of a card during the deal, the cards must be redealt by the same player.

The Trump Card.

(d) The trump card must be recorded before the play begins on a slip provided for that purpose. When the deal has been played, the slip on which the trump card has been recorded must be placed by the dealer on the top of his cards, but the trump card must not be again turned until the hands are taken up for the purpose of overplaying them, at which time it must be turned and left face upwards on the table until it is the dealer's turn to play to the first trick. The slip on which the trump card is recorded must be turned face downwards as soon as the trump card is taken up by the dealer.

Irregularities in the Hands.

(e) If a player is found to have either more or less than his correct number of cards, the

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course to be pursued is determined by the time at which the irregularity is discovered.

(i) Where the irregularity is discovered before or during the original play of a hand:—

There must be a new deal.

(ii) Where the irregularity is discovered when the hand is taken up for overplay, and before such overplay has begun:—

The hand in which the irregularity is so discovered must be sent back to the table from which it was last received, and the error be there rectified.

(iii) Where the irregularity is not discovered until after the overplay has begun:—

In two-table duplicate there must be a new deal; but in a game in which the same hands are played at more than two tables, the hands must be rectified as above, and then passed to the next table without overplay at the table at which the error was discovered, in which case, if a player has a deficiency and his adversary the corresponding surplus, each team takes the average score for that deal, if, however, his partner had the corresponding surplus, his team is given the lowest score made at any table for that deal.

Playing the Cards.

(f) Each player, when it is his turn to play, must place his card face upwards, before him,

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and towards the centre of the table, and allow it to remain upon the table in this position until all have played to the trick, when he must turn it over and place it face downwards, and nearer to himself, placing each successive card, as he turns it, on top of the last card previously turned by him. After he has played his card, and also after he has turned it, he must quit it by removing his hand.

A trick is turned and quitted when all four players have turned and quitted their respective cards.

The cards must be left in the order in which they were played until the scores for the deal are recorded.

Claiming a Revoke.

(g) A revoke may be claimed at any time before the last trick of the deal in which it occurs has been turned and quitted and the scores of that deal recorded, but not thereafter.

SINGLE-TABLE OR MNEMONIC DUPLICATE.

The Laws of Duplicate Whist govern, where applicable, except as follows:

Each player plays each deal twice, the second time playing a hand previously played by an adversary.

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Instead of turning the trump, a single suit may be declared trumps for the game.

On the overplay, the cards may be gathered into tricks instead of playing them as required by Law (f).

In case of the discovery of an irregularity in the hands there must always be a new deal.

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APPENDIX B.

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GLOSSARY.

Advanced Leads.—See "American Leads."

American Leads.—A system of leads by which the number in suit is shown by the high card led.

Best.—The highest unplayed card of a suit—the master card.

Blocking.—Obstructing a suit by holding up a winning card of it.

Book.—Six tricks.

Bring in.—To make all the remaining cards of a suit.

Bumblepuppy.—"A manner of playing Whist, either in ignorance of all known rules, or in defiance of them, or both."

Call.—See "Signal."

Card of Re-entry.—See "Re-entry."

Command.—The best card of the suit.

Compass Whist.—See "Progressive Whist."

Conventional—A term applied to plays most generally approved and adopted.

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Coroner's Table.—A table where hands are examined and criticised after they have been played.

Coup.—A strategic stroke; a brilliant play.

Court Cards.—Ace, King, Queen and Jack.

Cover.—To play a card higher than the one led.

Cross Ruff.—When "north" trumps a suit led by "south," who in turn trumps a suit led by "north."

Cutting.—The act of separating one part of a pack from the other.

Deal.—The fifty-two cards as dealt, or the four hands combined.

Dealer.—The one who distributes the cards to the players.

Discard.—*v.* To play a card of a plain suit which is not led.

n. The card so played.

Disguising the Number.—Playing a card with the intent of deceiving the other players in regard to the number in suit.

Doubtful Card.—A card which is not itself a winner, but which your partner may or may not be able to win.

Double Dummy.—Whist when played by two players, the other two hands being exposed on the table.

Dummy.—Whist when played by three players, the other hand being exposed on the table.

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Duplicate Play.—See "Overplay."

Duplicate Whist.—A modification of Whist in which each hand is played more than once.

Echo.—A return signal showing four trumps to the partner after his trump-signal or lead.

Eldest Hand.—The original leader.

Established.—A suit in such condition that the holder is sure to take every remaining trick in it.

Exposed Card.—Every card faced upon the table otherwise than in the regular course of play, or shown in any manner, so as to be recognized and liable to be called. See "Laws of Whist," pages 156–158.

Fall.—The order in which cards are played to a trick.

Face Cards.—Ace, King, Queen and Jack of the plain suits.

False Card.—A card which is not the conventional play under the circumstances.

Finesse.—An attempt to win with a card lower than, and not in sequence with, the highest in the hand.

First-Hand.—The leader on each trick.

Follow Suit.—To play the same suit as the card led.

Force.—Leading a card that another player must trump to win.

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Forced Lead.—A lead which you are compelled to make, not because you desire to lead that suit, but because to lead any other would be damaging.

Fourchette.—The holding of both the card next higher and next lower than the one led.

Four-Signal.—A system of showing four trumps by the play of the small cards in a plain suit.

Fourth-Best.—The fourth card from the top of a suit.

Fourth-Hand.—The player to the right of the leader.

Game.—A definite number of points agreed upon as the end of the game. In this country generally seven; also, To do well in the particular hand or suit.

Grand Coup.—Throwing away a superfluous trump.

Guarded.—A high card so protected by smaller cards of the same suit that it cannot be forced out of the hand by the adversaries leading higher cards.

Hamilton Leads.—The system of leads used by the team of the Hamilton Club.

Hand.—The thirteen cards dealt to each player. The four hands are also referred to as "the hand." "The deal" is, however, a less confusing term.

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High Cards.—Ace, King, Queen, Jack and Ten.

Holding Up.—Refusing to play a certain high card.

Honors—Ace, King, Queen and Jack of trumps.

In.—The cards that have not been played.

Informatory Gain.—A style of game that gives information.

Jumping a Suit.—To lead a winning card in one suit and then lead another suit the next trick.

Lead.—*n.* The first card played of any round.
v. To play the first card of any round.

Leader.—The first player.

Leading Through.—A leader leads through his left-hand adversary.

Leading Up To.—A leader leads up to his right-hand adversary.

Long.—To have more than three cards of a suit originally.

Long Cards.—The cards remaining in hand after all the others of the same suit are out.

Long Suit.—A suit which contains more than three cards.

Long Trumps.— See "Long Cards."

Losing Card.—One which, unless discarded, is sure to be won by the adversaries.

Love.—No score.

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Love-all.—The state of the score before either side has made a point.

Low Cards.—Nine to Two, inclusive.

Make a Card.—To take a trick with it.

Make-up.—To shuffle a pack so that it is ready for the next dealer.

Masking a Signal.—To start a signal and not complete it on the second trick.

Master Card.—The highest unplayed card of a suit.

Memory Duplicate.—See "Mnemonic Duplicate."

Mnemonic Duplicate.—A system of Duplicate Whist by which the same players participate in both the original and duplicate play.

Non-Informatory Game.—A style of game that gives no information.

Old Leads.—The system of leads in general use before the suggestion of the system of American Leads.

Odd Card or Trick.—The additional trick taken by a side when the score is 7–6 in its favor.

Opening.—The first lead of a suit, or hand, as the case may be.

Optional Trump Leads.—A system of leads by which in certain cases trump strength may be shown at the option of the leader.

Original Play.—The first play of a deal in a duplicate match.

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Overplay.—The second or any subsequent play of a deal in a duplicate match.

Out.—The cards that have been played.

Pass.—Not to make an effort to take a trick although in your power to do so.

Piano Hand.—One easily played, and which in a duplicate match would, probably, produce the same score at every table.

Plain Suit.—A suit not trump.

Plain-Suit Echo.—A system of play by which the third-hand shows exactly four cards in the suit led by his partner.

Plain-Suit Signal.—A system of play by which, trumps being out, strength or weakness in a suit is shown.

Play.—The act of taking a card from the hand and placing it on the table.

Playing to the Score.—To so vary the usual play as to insure the number of tricks necessary to either win or save the game.

Points.—Each trick in excess of six.

Post-Mortem.—A talk over, or criticism of a deal that has been played.

Private Convention.—A system of play understood only by the partners who use it.

Progressive Whist.—A method of duplicate play, in which the east and west players move from table to table.

Quart.—Four cards in sequence.

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Quart Major.—Ace, King, Queen and Jack of any suit.

Quint.—Five cards in sequence.

Quitted.—When all the players have removed their hands from a trick that has been turned.

Re-entry.—Regaining the lead. A card of re-entry is one which is sure to win and therefore insures the obtaining of the lead.

Renounce.—Not to follow suit.

Revoke.—Renouncing with a card of the suit led in hand.

Round.—The play of the four players on a trick.

Rubber.—Two out of three games.

Ruff.—To trump.

Score.—The record of a match, game or deal.

Second-Hand.—The player to the left of the dealer.

See-Saw.—See "Cross Ruff."

Sequence.—Two or more cards in consecutive order.

Short Suit.—One of less than four cards.

Short Whist.—A game of five points counting honors, the method now generally employed in England.

Shuffle.—To make up the pack.

Signal.—To play an unnecessarily high card, followed by a smaller one of the same suit.

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Single Discard Call.—A system whereby partners agree that the discard of an Eight or higher card of a suit not in play shall be considered a trump-signal.

Single-Table Duplicate.—See "Mnemonic Duplicate."

Singleton.—The only card of a suit dealt to a hand.

Slam.—Taking the whole thirteen tricks.

Small Cards.—Nine to Two, inclusive.

Straight Whist.—Whist when the deals are played but once.

Strengthening Card.—A medium or high card of a suit, which may be the partner's, led to aid him in establishing it.

Strong Suit.—One in which a player has both high cards and numerical strength.

Sub-Echo.—A development of the echo to show three trumps.

Suit.—One of the four main divisions of the pack.

Tenace.—The best and third-best or second and fourth-best of a suit. The former is called a major tenace, the latter a minor tenace. The first, third and fifth-best constitute a double tenace.

Third-Hand.—The leader's partner.

Thirteenth.—The last card of any suit.

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Three-Echo.—A modern development to show three trumps.

Throwing the Lead.—Playing a card that makes another player take the trick.

Tierce.—A sequence of three cards.

Trick.—The four cards played on one round.

Trumps.—All the cards of the same suit with the card turned by the dealer.

Trump Card.—See "Turn-up."

Trump Signal.—See "Signal."

Trump-Showing Leads.—A system of plain-suit leads showing the strength of the hand in trumps.

Turn-up.—The last card of the deal—it is faced by the dealer.

Unblocking.—Getting rid of the command of a suit.

Under Play.—Playing low cards instead of high ones when, as a general rule, the high cards should be played.

Weak Suit.—One containing few or no high cards.

Winning Cards.—Cards that are the highest of their suit.

Yarborough.—A hand which contains no high card, *i. e.*, neither an honor, face card nor ten.

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